LAB 4-

```
import java.util.*;
import java.lang.*;


abstract class Shape {
	Scanner in = new Scanner(System.in);
	int a1, a2;
	Shape() {
		System.out.println("Input 2 integer values: ");
		a1 = in.nextInt();
		a2 = in.nextInt();
	}
	abstract void printArea();
}


class Rectangle extends Shape {
	void printArea() {
		System.out.println("Area of Rectangle : " + a1*a2);
	}
}


class Triangle extends Shape {
	void printArea() {
		System.out.println("Area of Triangle : " + (a1*a2)/2);
```

```
	}
}


class Circle extends Shape {
	void printArea() {
		System.out.println("Area of Circle : " + (3.14 * a1 * a1));

	}
}


class abstractclassexample {
	public static void main(String[] args) {
		Shape s;

		s = new Rectangle();
		s.printArea();

		s = new Triangle();
		s.printArea();

		s = new Circle();
		s.printArea();
	}
}
```

```
Input 2 integer values:
1 2
Area of Rectangle : 2
Input 2 integer values:
3 4
Area of Triangle : 6
Input 2 integer values:
5 6
Area of Circle : 78.5


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(program exited with code: 0)

Press any key to continue . . .
```