

3. write a java program to create a class called shape with methods called getperimeter() and getarea() craete a subclass called circle that overrides the getperimeter and get area() methods ti calculate the area and perimeter of a class

PROGRAM:

```
abstract class Shape {
    public abstract double getPerimeter();
    public abstract double getArea();
}
class Circle extends Shape {
    private double radius;
    public Circle(double radius) {
        this.radius = radius;
    }
    @Override
    public double getPerimeter() {
        return 2 * Math.PI * radius;
    }
    @Override
    public double getArea() {
        return Math.PI * radius * radius;
    }
}
public class Main {
    public static void main(String[] args) {
        Circle circle = new Circle(5); // Create a circle with radius 5
        System.out.println("Circle with radius 5:"); System.out.println("Perimeter: " +
        circle.getPerimeter());
        System.out.println("Area: " + circle.getArea());
    }
}
```

OUTPUT:

```
Circle with radius 5:
Perimeter: 31.41592653589793
Area: 78.53981633974483
```