Areas.java

import java.util.\*;

public class Areas

{

public static void main(String args[]){

Scanner s = new Scanner(System.in);

//Area of Triangle

float b,h;

System.out.println("Enter base = ");

b = s.nextFloat();

System.out.println("Enter height = ");

h = s.nextFloat();

System.out.println("Area of Triangle = "+(0.5\*b\*h));

//Area of Rectangle

float l,b1;

System.out.println("Enter length = ");

l = s.nextFloat();

System.out.println("Enter breadth = ");

b1 = s.nextFloat();

System.out.println("Area of Rectangle = "+(l\*b));

//Area of Circle

float r;

System.out.println("Enter Radius = ");

r = s.nextFloat();

System.out.println("Area of Circle = "+(3.14\*r\*r));

}

}

OUTPUT:

