Graphics

Circle.java

**package** com.java.pgms;

**public** **class** Circle {

**private** **int** radius;

**public** Circle (**int** r)

{

radius= r;

}

**public** **double** area()

{

**return**(3.14 \* radius \* radius);

}

}

**Triangle.java**

**package** com.java.pgms;

**public** **class** Triangle {

**private** **int** side1,side2,side3;

**public** Triangle(**int** s1,**int** s2,**int** s3)

{

side1=s1;

side2=s2;

side3=s3;

}

**public** **double** area()

{

**double** s=(side1+side2+side3)/2;

**double** a=Math.*sqrt*((s-side1)+(s-side2)+(s-side3));

**return** a;

}

}

Square.java

**package** com.java.pgms;

**public** **class** Square

{

**private** **int** side;

**public** Square(**int** s)

{

side=s;

}

**public** **int** area()

{

**return**(side\*side);

}

}