

```
import java.util.Scanner;
```

```
abstract class shape
```

```
{
```

```
    int a;
```

```
    int b;
```

```
    shape (int a, int b)
```

```
    { this.a = a;
```

```
      this.b = b;
```

```
}
```

```
    shape (int a)
```

```
    { this.a = a;
```

```
    }
```

```
    shape ()
```

```
    { this.a = 0;
```

```
      this.b = 0;
```

```
}
```

```
    void printArea ()
```

```
    {
```

```
    }
```

```
}
```

```
class triangle extends shape
```

```
{ triangle (int a, int b)
```

```
    { super (a, b); }
```

```
void printArea()  
{ system.out.println("The area of the triangle rectangle  
is " + (a*b));  
}  
}
```

```
class circle extends shape
```

```
{ circle(int a)
```

```
{ super(a); }
```

```
void printArea()
```

```
{ system.out.println("The area of the circle is  
= " + (3.14*a*a));  
}  
}
```

```
class shapes {
```

```
public static void main (String args[])
```

```
{ scanner scan = new scanner (system.in);  
int ch, a, b;
```

```
while (true) {
```

```
system.out.println("Enter 1 FOR TRIANGLE");  
system.out.println("ENTER 2 FOR RECTANGLE");
```

```
system.out.println("ENTER 3 FOR CIRCLE");
```

```
system.out.println("ENTER 4 FOR EXIT");
```

ch = scan.nextInt();

switch (ch)

{ case 1: system.out.println("Enter the base and height of triangle");

a = scan.nextInt();

b = scan.nextInt();

triangle t = new triangle(a, b);

t.printArea();

break;

case 2: system.out.println("enter the length and breadth of rectangle");

a = scan.nextInt();

b = scan.nextInt();

rectangle r = new rectangle(a, b);

r.printArea();

break;

case 3: system.out.println("enter the radius of the circle");

a = scan.nextInt();

circle c = new circle(a);

c.printArea();

break;

```
case 4: scan-close();
```

```
break;
```

```
default : system 'out-println ("invalid input");
```

```
}
```

```
}
```

```
}
```

```
}
```