Assignment 4:-(Dynamic Binding Area Of Rectangle And Triangle)

```java
import java.util.*;

abstract class Shape
{
double val1,val2;
void input()
{
Scanner sc = new Scanner(System.in);
System.out.println("Enter first value :");
val1=sc.nextDouble();
System.out.println("Enter second value :");
val2=sc.nextDouble();
}
abstract void compute_area();
}
class Triangle extends Shape
{
void compute_area()
{
double area;
area = 1.0f/2.0f * val1 * val2;
System.out.println("Triangle area :"+area);
}
}
class Rectangle extends Shape
{
void compute_area()
{
double area;
area = val1 * val2;
```

```java
System.out.println("Rectangle area :"+area);

}

}

class Dynamic

{

public static void main(String args[])

{

Shape s;

Triangle t = new Triangle();

Rectangle r = new Rectangle();

s=t;

s.input();

s.compute_area();

s=r;

s.input();

s.compute_area();

}

}
```