**public** **class** Arie {

**public** **static** **void** main(String args[]) {

**int** a=1, b=2, c=3, d1=4, d2=5, ha=6, h=7;

Patrulatere test = **new** Patrulatere();

System.***out***.println("Aria paralelogramului este egala cu"+test.paralelogram(a, ha, s1));

System.***out***.println("Aria dreptunghiului este egala cu"+test.dreptunghi(a, b, s2));

System.***out***.println("Aria patratului este egala cu"+test.patrat(a, s3));

System.***out***.println("Aria trapezului esre egaa cu"+test.trapez(a, b, ha, s4));

Triunghiuri test1 = **new** Triunghiuri();

System.***out***.println("Aria triunghiului oarecare este egala cu"+test1.oarecare(a, ha, s5));

System.***out***.println("Aria triunghiului oarecare dupa f.Heron este egala cu"+test1.heron(a, b, c, p, s6));

System.***out***.println("Aria triunghiului dreptunghic este egala cu"+test1.dreptunghic(ha, b, s7));

System.***out***.println("Aria triunghiului echilateral este egala cu"+test1.echilateral(ha, s8));

}

}  
  
**public** **class** Patrulatere {

**public** **int** paralelogram(**int** a, **int** ha, **int** s1) {

s1=a\*ha;

**return** s1;

}

**public** **int** dreptunghi(**int** a, **int** b, **int** s2) {

s2=a\*b;

**return** s2;

}

**public** **double** patrat(**int** a, **double** s3) {

s3=Math.*pow*(a, 2);

**return** s3;

}

**public** **double** trapez(**int** a, **int** b, **int** h, **double** s4) {

s4=(a+b)/2 \* h;

**return** s4;

}

}  
  
**public** **class** Triunghiuri {

**public** **double** oarecare(**int** a, **int** ha, **double** s5) {

s5=(a\*ha)/2;

**return** s5;

}

**public** **void** semiperimetru(**int** a, **int** b, **int** c, **double** p) {

p=(a+b+c)/2;

}

**public** **double** heron(**int** a, **int** b, **int** c, **double** p, **double** s6) {

s6=Math.sqrt(p(p-a)(p-b)(p-c));

**return** s6;

}

**public** **double** dreptunghic(**int** a, **int** b, **int** s7) {

s7=(a\*b)/2;

**return** s7;

}

**public** **double** echilateral(**int** a, **double** s8) {

s8=(a\*a\*Math.*sqrt*(3))/4;

**return** s8;

}

}