

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

```
abstract class shape
```

```
{
```

```
    int i, j;
```

```
    abstract void printArea();
```

```
}
```

```
class Rectangle extends shape
```

```
{
```

```
    void printArea()
```

```
{
```

```
        Scanner ss = new Scanner(System.in);
```

```
        System.out.println("enter length of rectangle");
```

```
        i = ss.nextInt();
```

```
        System.out.println("enter breadth of rectangle");
```

```
        j = ss.nextInt();
```

```
        System.out.println("Area = " + i * j);
```

```
    }
```

```
}
```

```
class Triangle extends shape
```

```
{
```

```
    void printArea()
```

```
{
```

```
        Scanner ss = new Scanner(System.in);
```

```
        System.out.println("enter base length of the triangle");
```

```
        i = ss.nextInt();
```

```
        System.out.println("enter the height of the triangle");
```

```
        j = ss.nextInt();
```

```
        System.out.println("area of triangle = " + 0.5 * i * j);
```

```
    }
```

```
}
```

```
class Circle extends shape
```

```
{
```

```
    void printArea()
```

```
{
```

```
        Scanner ss = new Scanner(System.in);
```

```
        System.out.println("enter the radius");
```

```
        i = ss.nextInt();
```

```
        System.out.println("area = " + 3.14 * i * i);
```

```
    }
```

```
}
```

clan shape-main

{

public static void main(String args[])

{

Rectangle r = new Rectangle();

r.printArea();

Triangle t = new Triangle();

t.printArea();

Circle c = new Circle();

c.printArea();

}

}