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ShapeMain - Notepad
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import java.util.Scanner;

abstract class Shape
{
    int a,b;
    abstract void printArea(int a,int b);
}

class Rectangle extends Shape
{
    void printArea(int a,int b)
    {
        System.out.println("area of rectangle="+a*b);
    }
}

class Triangle extends Shape
{
    void printArea(int a,int b)
    {
        System.out.println("area of triangle="+0.5*a*b);
    }
}

class Circle extends Shape
{
    void printArea(int a,int b)
    {
        System.out.printf("area of circle=%.2f",3.14*a*a);
    }
}

class ShapeMain
{
    public static void main(String[] args)
    {
    }
}
```


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```
}  
class Circle extends Shape  
{  
    void printArea(int a,int b)  
    {  
        System.out.printf("area of circle=%.2f",(3.14*a*a));  
    }  
}  
class ShapeMain  
{  
    public static void main(String[] args)  
    {  
        Scanner sc=new Scanner(System.in);  
        System.out.println("enter length and breadth of rectangle");  
        int l=sc.nextInt();  
        int b=sc.nextInt();  
        Rectangle R=new Rectangle();  
        R.printArea(l,b);  
  
        System.out.println("enter base and height of triangle");  
        l=sc.nextInt();  
        b=sc.nextInt();  
        Triangle T=new Triangle();  
        T.printArea(l,b);  
  
        System.out.println("enter radius of circle");  
        int r=sc.nextInt();  
  
        Circle C=new Circle();  
        C.printArea(r,0);  
    }  
}
```