```
// Donark Patel
// Lab 1d
// Simple Program

public class Lab1d

{
    public static void main (String [] args)
    {
        // Variables
        float isoBase,isoHight,rightBase,rightHight;
        float blueHight,blueBase,redHight,redBase;
        float area1, area2, area3, area4;
        // assiments
        isoBase=2.5f;
        isoHight=3.6f;

        rightBase=5.5f;
        rightHight=7.5f;

        blueHight=5.0f;
        blueBase=6.25f;

        redHight=8.5f;
        redBase=9.25f;

        // Calculation
        area1=isoBase*isoHight/2;
        area2=rightBase*rightHight/2;

        area3=blueHight*blueBase;
        area4=redHight*redBase;

        // Output
        System.out.println ( "Iso Triangle Base = "+isoBase);
        System.out.println ( "Iso Triangle Height = "+isoHight);
        System.out.println ( "Aria Of Iso Triangle  = " +area1 + "\n\n");

        System.out.println ( "Right Angle Triangle Base = "+rightBase);
        System.out.println ( "Right Angle Triangle Height = "+rightHight);
        System.out.println ( "Aria of Right Angle Triangle = " +area2 + "\n\n"
        );

        System.out.println ( "Blue Rectangle Base = "+blueHight);
        System.out.println ( "Blue Rectangle Height = "+blueBase);
        System.out.println ( "Aria of Blue Rectangle = " +area3 + "\n\n");

        System.out.println ( "Red Rectangle Base = "+redHight);
        System.out.println ( "Red Rectangle Height = "+redBase);
        System.out.println ( "Aria of Red Rectangle = " +area4 + "\n\n");

    }
}
```