

```
shapemain - Notepad
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import java.util.*;
abstract class Shape {
    int d1,d2;
    Scanner input = new Scanner(System.in);
    abstract void printArea();
class Rectangle extends Shape {
    void printArea() {
       System.out.print("Enter length and breadth of rectangle: ");
        d1 = input.nextInt();
       d2 = input.nextInt();
       System.out.println("The area of Rectangle is: " + d1 * d2+"\n");
}
class Triangle extends Shape {
    void printArea() {
       System.out.print("Enter Base And Height of triangle: ");
        d1 = input.nextInt();
       d2 = input.nextInt();
        System.out.println("The area of Triangle is: " + (d1*d2) / 2+"\n");
}
class Circle extends Shape {
    void printArea() {
       System.out.print("Enter Radius: ");
       d1 = input.nextInt();
       System.out.println("The area of Circle is: " + 3.14f * d1 * d1+"\n");
}
public class shapemain {
    public static void main(String[] args) {
       Rectangle rec = new Rectangle();
       rec.printArea();
       Triangle tri = new Triangle();
       tri.printArea();
       Circle cir = new Circle();
       cir.printArea();
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