```
import java.util.Scanner;

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

// Rectangle class
class Rectangle extends Shape {
   Rectangle(int x, int y) {
      a = x;
      b = y;
   }
   void printArea() {
      System.out.println("Area of Rectangle: " + (a * b));
   }
}

// Triangle class
class Triangle extends Shape {
   Triangle(int x, int y) {
      a = x;
      b = y;
   }
   void printArea() {
      System.out.println("Area of Triangle: " + (0.5 * a * b));
   }
}

// Circle class
class Circle extends Shape {
   Circle(int r) {
      a = r;
   }
   void printArea() {
      System.out.println("Area of Circle: " + (3.14 * a * a));
   }
}

// Main class
public class Main {
   public static void main(String[] args) {
      Scanner sc = new Scanner(System.in);
      Shape s;

      // Rectangle
      System.out.print("Enter length and breadth of Rectangle: ");
      int l = sc.nextInt();
      int b = sc.nextInt();
      s = new Rectangle(l, b);
```

```
        s.printArea();

        // Triangle
        System.out.print("Enter base and height of Triangle: ");
        int base = sc.nextInt();
        int h = sc.nextInt();
        s = new Triangle(base, h);
        s.printArea();

        // Circle
        System.out.print("Enter radius of Circle: ");
        int r = sc.nextInt();
        s = new Circle(r);
        s.printArea();

        sc.close();
    }
}
```