```java
/*AIM:Write a program to find Area of  Circle using  constructor overloading
package pkg3;
import java.util.Scanner;
public class constructorArea {
    public static void main(String[] args) {
Scanner sc =new Scanner(System.in);
System.out.println("~A PROJECT BY KASHISH GUPTA");
        int length, breath,radius;
        double height, base;
        System.out.println("Start the program : ");
        System.out.println("Enter length : ");
        length = sc.nextInt();
        System.out.println("Enter breath : ");
        breath = sc.nextInt();
        ConsOf a1=new ConsOf(length, breath );
        System.out.println("Enter height: ");
        height = sc.nextDouble();
        System.out.println("Enter base : ");
        base = sc.nextDouble();
        ConsOf b1=new ConsOf (height, base );
        System.out.println("Enter radius : ");
        radius = sc.nextInt();
        ConsOf c1=new ConsOf (radius );
        a1.display();
        b1.display();
        c1.display();
    }
}
class ConsOf{
double result1;
double result2;
double result3;
ConsOf(int length , int breath){
        result1 = (length * breath);
    }
ConsOf( double height, double base){
        result2 = (height * base)/2;
     }
ConsOf( int radius){
        result3 = 3.14*radius*radius;
   }
     void display(){
            System.out.println("The area of the rectangle is : "+result1);
            System.out.println("The area of the triangle is : "+result2);
            System.out.println("The area of the circle is : "+result3);
        }
}

```