```java
1 /*AIM:Write a program to calculate area of  Rectangle and Circle using abstract class.
5 package pkg3;
6 import java.util.*;
7 abstract class Shape{
8     abstract void draw();
9 }
10 class Rectangle extends Shape{
11     int l,w;
12     Rectangle(){
13         Scanner sc=new Scanner(System.in);
14         System.out.println("***********Rectangle***********");
15         System.out.println("Enter the length and width of the rectangle:");
16         l=sc.nextInt();
17         w=sc.nextInt();
18     }
19     void draw() {
20         System.out.println("Area of Rectangle="+(l*w));
21     }
22 }
23 class circle extends Shape{
24     double r;
25     circle(){
26         Scanner sc=new Scanner(System.in);
27         System.out.println("***********Circle***********");
28         System.out.println("Enter the radius:");
29         r=sc.nextDouble();
30     }
31     void draw() {
32         System.out.println("Area of Circle="+(0.5*r*r));
33     }
34 }
35 public class AreaOfCircleRectangleAbstractionClass {
36     public static void main(String[] args) {
37     System.out.println("~A PROJECT BY KASHISH GUPTA");
38     circle c=new circle();
39     c.draw();
40     Rectangle r=new Rectangle();
41     r.draw();
42     }
43 }
44
```