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IBM19CS202
3-D

Lab4.java

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```
import java.util.*;
abstract class shape {
        int a;
        int b;
    abstract void printArea();
            }
class Rectangle extends shape {
    Rectangle (int x, int y)
        {   a=x;
            b=y;
        }
    void printArea() {
            system.out.println("Area is "+(a+b));
            } }
class Triangle extends shape {
        Triangle (int x, int y) {
                a=x;
                b=y;
                }
    void printArea() {
            System.out.println("Area is "+(a*b*0.5));
            } }
Class Circle extends shape {
        Circle (int x) {
                a=x;
                }
```

Fantastic

```
void printArea() {
    System.out.println("Area is "+(a*a*3.14));
    } }

class lab4 {
    public static void main(String ss[]) {
      int l,b,ba,h,ra;
    Scanner sc = new Scanner(System.in);
    System.out.println("Enter lenght & Breath } Rectangle");
    l= sc.nextInt();
    b =sc.nextInt();
    Rectangle r=new Rectangle(l,b);
    r.printArea();
    System.out.println("Enter Base and hegnt } tringle")
     ba = sc.nextInt();
      h = sc.next Int();
     Triangle T = new Triangle(ba,h);
     T.printArea();
      System.out.println("Enter radius } circle");
      ra = sc.nextInt();
     Circle.c= new Circle(ra);
     c.printArea();
      }
}
```