Lab 4.

1. Abstract program.

```java
abstract class shape
{
    int a, b;
    abstract void printarea()
}

class Rectangle extends shape.
{
    int a;
    int b;
    Rectangle (int x, int y).
    {
        a = x;
        b = y;
    }

    void printArea()
    {
        System.out.println("Area of rectangle:"
                                    + a * b);
    }
}

class triangle extends shape
{
    int a, b;
    triangle (int x, int y)
    {
        a = x;
        b = y;
    }
}
```

```java
void printArea()
{
    a = x; System.out.println("Area:" + (a*b));
    b = y;
}
}

class Circle extends shape
{
    int a;
    void Circle (int x)
    {
        a = x;
    }
    void printArea()
    {
        System.out.println("Area : " + 3.14*a*a);
    }
}

class Shapemain
{
    public static void main (String args[])
    {
        Rectange r = new Rectangle (2,4)
        Triangle  t = new Triangle (2,4)
        Circle    c = new Circle (2)
        r.printArea();
        t.printArea();
        c.printArea();
    }
}
```