//Write a Java program to find the areas of different shapes using abstract classes.

import java.io.\*;

abstract class sample

{

abstract void area(intl,int h);

}

class Triangle extends sample

{

public void area(intl,int h)

{

System.out.println("Area of triangle="+(0.5\*l\*h));

}

}

class Rectangle extends sample

{

public void area(intl,int h)

{

System.out.println("Area of rectangle="+(l\*h));

}

}

classArea\_abs

{

public static void main(String args[])

{

Triangle t=new Triangle();

t.area(20,30);

Rectangle r=new Rectangle();

r.area(20,30);

}

}

OUTPUT:

