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J lab5.java > ...

```java
public interface Shape { float calculateArea();
float calculatePerimeter();
}


public class Circle implements Shape{ float area,perimeter,rad;

public Circle(float i){ rad=1;
}
@Override
public float calculateArea(){
area = (float)(Math.PI*Math.pow(rad,b:2)); return area;
}
@Override
public float calculatePerimeter(){ perimeter = (float)(2*Math.PI*rad); return perimeter;
}

}


public class Rectangle implements Shape{ float area,perimeter,b,l;
public Rectangle(float i,float j){ b=i;
l=j;
}
@Override
public float calculateArea() { area = b*l;
return area;
}

@Override
public float calculatePerimeter() { perimeter =2*(b+l);
return perimeter;
}
}


public class Triangle implements Shape{ float area,perimeter,b,l,h;
public Triangle(float i,float j, float k){ b=i;
l=j; h=k;
}
@Override
public float calculateArea() { area = (float) (h*b*0.5); return area;
}

@Override
public float calculatePerimeter() { perimeter = b+l+h;
return perimeter;
}
}


public class Main {
public static void main(String[] args) { Circle circle = new Circle(i:5);
System.out.println("Circle area: " + circle.calculateArea()); System.out.println("Circle perimeter: " +
circle.calculatePerimeter());

Triangle triangle = new Triangle(i:6, j:4, k:3); System.out.println("Triangle area: " + triangle.calculateArea()); System.out.println("Triangle perimeter: " +
triangle.calculatePerimeter());

Rectangle rectangle = new Rectangle(i:7, j:3); System.out.println("Rectangle area: " + rectangle.calculateArea()); System.out.println("Rectangle perimeter: " +
rectangle.calculatePerimeter());

}
}
```