Create polygon which includes default getperimeter and abstract method getarea(). Calculate perimeter & area of all polygons. Any class implements polygon must provide implementation of getArea().

```
import java.util.*;
interface Polygon {
public void getPerimeter();
public abstract void getarea();
}
class Square implements Polygon {
Scanner sc=new Scanner(System.in);
public void getPerimeter() {
System.out.println("Enter no of sides")
int n = sc.nextInt();
int p = 0;
for (int i =0; i<n; i++)
System.out.println("Enter side");
int s = sc.nextInt();
p = p + s;
}
System.out.println("Perimeter: " + p);
}
Public void getArea() {
System.out.println("Enter side length");
int a = sc.nextInt();
int area = a*a;
System.out.println("Area: " + area);
```

```
}
}
class Triangle implements Polygon {
Scanner sc=new Scanner(System.in);
public void getPerimeter() {
System.out.println("Enter no. of sides");
int n = sc.nextInt();
for (int i=0 ; i<n; i++)
System.out.println("Enter side:");
int s = sc.nextInt();
p += s;
}
System.out.println("Perimeter: " +p);
}
}
public void getArea() {
System.out.println("Enter base and height");
int b = sc.nextInt();
int h = sc.nextInt();
double area =0.5*b*h;
System.out.println("Area: "+ area);
}
}
public class Main {
public static void main (String args[])
Scanner sc=new Scanner(System.in);
Polygon pg=new Square();
```

```
sq.getPerimeter();
sq.getArea();
Polygon t = new Triangle();
  t.getPerimeter();
  t.getArea();
 }
}
```

Output

```
Enter no. of sides : 4
Enter side : 5
Perimeter : 20

Enter side length : 5
Area : 25

Enter no. of sides : 3
Enter side 3
Enter side 2
Enter side 1
Perimeter : 6

Enter base and height : 4 3
Area : 6
```