Public class Arie {

Public static void main (String[]args){

Int a=4, b=2, h=2;

Int x=5, y=6, z=7, p=8;

Patrulatere test =new Patrulatere();

int Dreptunghi=test.Dreptunghi(a,b);

System.out.println("aria dreptunghi este"+Dreptunghi);

Int Paralelogram=test.Paralelogram(a, h);

System.out.println("aria parallelogram este"+Paralelogram);

Int Trapez=test.Trapez(a,b,h);

System.out.println("aria trapez este"+Trapez);

Int Patrat=test.Patrat(b);

System.out.println("aria patrat este"+Patrat);

Triunghi test=new Triunghi();

int TriunghiOarecare=test.TriunghiOarecare(x,y,z,p);

System.out.println("aria unui triunghi oarecare"+TriunghiOarecare);

Int TriunghiDreptunghic=test.TriunghiDreptunghic(x,y);

System.out.println("aria unui triunghi dreptunghic este"+TriunghiDreptunghic);

Int TriunghiEchilateral=test.TriunghiEchilateral(z);

System.out.println("aria unui triunghi echilateral este"+TriunghiEchilateral):

public class Patrulatere{

public int Dreptunghi(int a,int b){

return 2\*(a+b);

}

public int Paralelogram(int b,int h){

return b\*h;

}

public int Trapez(int a,int b,int h){

return((a+b)\*h)/2;

}

Public int Patrat(int b){

Return sqr(b);

}

}

Public class Triunghi{

Public int TriunghiOarecare(int x,int y,int z,int p){

Return sqrt(p\*(p-x)\*(p-y)\*(p-z));

}

Public int TriunghiDreptunghic(int x,int y){

Return (x\*y)/2;

}

Public int TriunghiEchilateral(int z){

Return (sqrt(z)\*sqrt(3))/4;

}

}