SLIP 8

Q.2. A

**<!-- Write a PHP script to create a Class Shape and its subclass Triangle , Square and Circle and display area of the selected shape . (Use the concept of inheritance )**

**Display menu (use radio button )**

**a) Triangle**

**b) Square**

**c) Circle-->**

<html>

<form name=inheritance method=GET action=slip10prog2.php>

<input type=radio name=r value='tri'> Triangle<br>

<input type=radio name=r value='sq' > Square<br>

<input type=radio name=r value='cir'> Circle<br><br>

<input type=submit value=Calculate>

</form>

</html>

<?php

$optn = $\_GET['r'];

abstract class Shape

{

abstract function area();

}

class Triangle extends Shape

{

var $base;

var $height;

function \_\_construct($base,$height)

{

$this->base = $base;

$this->height = $height;

}

function area()

{

$area\_tri = (1/2)\*($this->base)\*($this->height);

echo "<h1>Area of Triangle is : ".$area\_tri;

}

}

class Square extends Shape

{

var $side;

function \_\_construct($side)

{

$this->side = $side;

}

function area()

{

$area\_sq = $this->side \* $this->side;

echo "<h1>Area of Square is : ".$area\_sq;

}

}

class Circle extends Shape

{

var $radius;

function \_\_construct($radius)

{

$this->radius = $radius;

}

function area()

{

$area\_cir = 2 \* 3.14 \* $this->radius \* $this->radius;

echo "<h1>Area of circle is : ".$area\_cir;

}

}

if($optn == 'tri')

{

$obj = new Triangle(4,6);

$obj-> area();

exit;

}

if($optn == 'sq')

{

$obj = new Square(6);

$obj-> area();

exit;

}

if($optn == 'cir')

{

$obj = new Circle(3);

$obj-> area();

exit;

}

?>