```
import java.util.Scanner;
     abstract class Shape
         int d1;
         int d2;
         Shape(int a, int b)
             d1=a;
             d2=b;
         abstract void printarea();
11
12
13
     class Rectangle extends Shape
14
15
         Rectangle(int a,int b)
              super(a,b);
17
         void printarea()
19
              float area=(float)d1*d2;
21
             System.out.println("Area of the rectangle :"+area);
23
     class Triangle extends Shape
25
         Triangle(int a,int b)
27
         {
29
             super(a,b);
         void printarea()
32
         {
              float area=(float)d1*d2/2;
             System.out.println("Area of the triangle :"+area);
34
     class Circle extends Shape
         Circle(int a,int b)
```

```
class Circle extends Shape
         Circle(int a,int b)
             super(a,b);
42
         void printarea()
             float area=(float)3.14*d1*d1;
             System.out.println("Area of the circle :"+area);
     class Main
         Run | Debug
         public static void main(String args[])
             int ch,flag=0;
             Scanner ss=new Scanner(System.in);
             while(flag==0)
             System.out.println("Enter the choice whose area has to be calculated");
             System.out.println("1.RECTANGLE\n2.TRIANGLE\n3.CIRCLE");
             ch=ss.nextInt();
                 switch(ch)
                     case 1:
                     System.out.println("Enter the dimensions of rectangle");
                     int x=ss.nextInt();
                     int y=ss.nextInt();
                     Rectangle r=new Rectangle(x,y);
                     r.printarea();
                     break;
                     case 2:
                     System.out.println("Enter the dimensions of triangle");
                     int s=ss.nextInt();
                     int w=ss.nextInt();
                     Triangle t=new Triangle(s,w);
                     t.printarea();
```

```
public static void main(String args | )
   int ch, flag=0;
   Scanner ss=new Scanner(System.in);
   while(flag==0)
   System.out.println("Enter the choice whose area has to be calculated");
   System.out.println("1.RECTANGLE\n2.TRIANGLE\n3.CIRCLE");
   ch=ss.nextInt();
       switch(ch)
            case 1:
           System.out.println("Enter the dimensions of rectangle");
           int x=ss.nextInt();
           int y=ss.nextInt();
           Rectangle r=new Rectangle(x,y);
           r.printarea();
           break;
            case 2:
           System.out.println("Enter the dimensions of triangle");
           int s=ss.nextInt();
           int w=ss.nextInt();
           Triangle t=new Triangle(s,w);
           t.printarea();
            break;
           System.out.println("Enter the radius of circle");
           int f=ss.nextInt();
           Circle c=new Circle(f,f);
           c.printarea();
           break:
           default:
           flag=1;
```

```
C:\Users\akki\Desktop\PROJECT WORK>javac areas.java
C:\Users\akki\Desktop\PROJECT WORK>java Main
Enter the choice whose area has to be calculated
1. RECTANGLE
2.TRIANGLE
3.CIRCLE
Enter the dimensions of rectangle
20 10
Area of the rectangle :200.0
Enter the choice whose area has to be calculated
1.RECTANGLE
2. TRIANGLE
3.CIRCLE
2
Enter the dimensions of triangle
9 7
Area of the triangle :31.5
Enter the choice whose area has to be calculated
1.RECTANGLE
2.TRIANGLE
3.CIRCLE
Enter the radius of circle
Area of the circle :113.04
Enter the choice whose area has to be calculated
1. RECTANGLE
2.TRIANGLE
3.CIRCLE
5
C:\Users\akki\Desktop\PROJECT WORK>
```