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```
import java.util.Scanner;
import java.lang.Math;
abstract class Shape {
  int c, d;
  Shape(int a, int b) {
     this.c = a;
     this.d = b;
  } Shape(int a) {
     this.c = a;
  }
    abstract void printArea();
}
class Reetangle extends Shape {
     Reetangle (int a, int b){
        super(a, b);
    }
  void printArea() {
     System.out.println("Area of rectangle is : "+c*d);
  }
}
class Triangle extends Shape{
    Triangle (int a, int b){
        super(a,b);
    }
```

Signature.....

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```
void printArea(){
    System.out.println("Area of triangle is:" + c*d/2);
  }
}
class Circle extends Shape{
    Circle(int a){
        super(a);
    }
  void printArea(){
    System.out.println("Area of Circle is:" + Math.PI *
                Math.pow(c,2)); } }
public class shapeMain{
    public static void main(String[] args){
Scanner sc = new Scanner(System.in);
Shape s;
System.out.println("Enter rectangle dimensions:");
int len = sc.nextInt();
int br = sc.nextInt();
Rectangle r = new Rectangle(len, br);

System.out.println("Enter triangle dimensions:");
int b = sc.nextInt();
int h = sc.nextInt();
Triangle t = new Triangle(b,h);
```


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```
System.out.println("Enter circle radius");
int rad = sc.nextInt();
Circle c = new Circle(rad);
s = r;
s.printArea();
s = t;
s.printArea();
s = c;
s.printArea();
}
}
```