**Assignment No : 3**

**Problem Statement :**

 Implement C++/Java/Python program to create a base class called shape. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called function get\_data() to initialize base class data members and another member function display\_area() to compute and display the area of figures. Make classes to suit their requirements. Using these three classes, design a program that will accept dimension of a triangle or a rectangle interactively, and display the area. Remember the two values given as input will be treated as lengths of two sides in the case of rectangles, and as base and height in the case of triangles, and used as follows:

Area of rectangle= x\*y Area of triangle =1/2\*x\*y

**Aim Of Assignment :**

1.Calculate Area of rectangle and Traingle.

2.Obtain the knowledge and implement Single Inheritance.

**Description :**

1.We Created first base class called shape and we store the two double type values in that class.

2.Then we create two parent class called rectangle and traingle using inheritance and we calculate area of rectangle and traingle in that parent classes respectively.

**OOP Concept Used :**

1.Inheritance and type of inheritance.

**Conclusion:**

1.We Obtained the knowledge of inheritance concept in oop.

2.We can easily calculate area of rectangle and triangle.