```
import java.util.*;
abstract class shape
{
    double a,b;
    abstract void printArea();
}
class Triangle extends shape
{
    //Scanner sc=new Scanner(System.in);
    Triangle(double x, double y){
    {
        a=x;
        b=y;
    }
    void printArea(){
    {
        double area;
        area = (0.5*a*b);
        System.out.println("area of triangle:"+area);
    }
}
class circle extends shape
{
    double area;
    circle(double r){
    {
        a=r;
    }
    void printarea()
    {
        area=(3.14*a*a);
        System.out.println("area of circle:"+area);
    }
}
```

```
class rectangle extends shape
{
    double area;
    Rectangle (Double x, Double y)
    {
        a = x;
        b = y;
    }
    void printarea ()
    {
        area = (a * b);
        System.out.println(" area of rectangle :"
                                        +area);
    }
}
class shapeMain
{
    public static void main(String args[])
    {
        Scanner sc = new Scanner (System.in);
        double b, h, l, br, tl;
        System.out.println ("Enter the base and height
                                    of rectangle");
        b = sc.nextdouble();
        h = sc.nextdouble();
        Triangle t = new Triangle (b, h);
        t.printarea ();
        System.out.println("Enter the length
        and breath of rectangle");
        l = sc.nextDouble ();
        br = sc.nextDouble ();
        Rectangle r = new rectangle (l, br);
```

```
    }.printArea();
    System.out.println("Enter the radius of circle");
    r1 = sc.nextDouble();
    Circle c = new Circle(r1);
    c.printArea();
  }
}
```