

Interface(Picture)

```
import java.io.*; import java.lang.*;
interface picture { float area ( );}
class rectangle implements picture
{ float p,q;
  public rectangle(float a, float b){p=a;q=b;}
  public float area ( ) { return p*q;}
}
class circle implements picture
{ float r; public circle(float a){r=a;}
  public float area ( ) {return (float)3.14*r*r;}
}
class ravi
{ public static void main( String args[])throws Exception
  { picture p[]=new picture[20];float a,b;int i,n=0;String s,t,u;char v,w;
    DataInputStream o=new DataInputStream(System.in);
    do
    { s=o.readLine( ); w=s.charAt(0);
      if (w=='C')
      { n=n+1; t=s.substring(1); a=Float.parseFloat(t);
        p[n]=new circle(a); System.out.println(n+" is circle radius "+a);
      }
      if (w=='R')
      { n=n+1; i=s.indexOf(',');
        t=s.substring(1,i); a=Float.parseFloat(t);
        u=s.substring(i+1);b=Float.parseFloat(u);
        p[n]=new rectangle(a,b);
        System.out.println(n+" is rectangle length="+a+" breadth "+b);
      }
      if (w=='A')
      { v=s.charAt(1); i=(int)v-48;
        System.out.println(p[i].area( ));
      }
    } while(1==1);
  }
}
```

Cx Circle of radius x

Rx,y Rectangle with length (x) and breadth (y)

Ax Area of xth picture

C12⇒1 R12,10⇒2 C10⇒3 C20⇒4 R2.6⇒5

A2⇒120 A3⇒314 A1⇒452.16

- Put following additional instructions.

Bx Increase size of xth picture (circle by 10)(Rectangle by 5,7) (no print)

Dx Print size of xth picture

D2⇒Length=12,Breadth=10 B2 B3 B5 D2⇒Length=17,Breadth=17

A3⇒1256 B3 A2⇒289 A3⇒2826 D3⇒Radius is 30

- Write equivalent program of example program without using interface. Implement instructions C, R and A only. The output should be exactly as in example program.
- Do above using only one class ravi. Class rectangle and circle should not be defined
- Implement B and D also without using interface.

- Put additional instruction Exy. increase size of picture x so that y can be put
 C20⇒6 R52,10⇒7 E76 D7⇒length=52 Bbreadth=40
 C10⇒8 R30,40⇒5 E89 D8⇒Radius is 25