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4. Develop a Java program to create an abstract class named Shape that contains 2 integers and an empty method named printArea(). Provide 3 classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method printArea() that prints the area of the given shape.

```
abstract class Shape
{
   int a=8, b=6;
   abstract void printArea();
}
class Rectangle extends Shape
{
   int area_rectangle;
   void printArea()
   {
      area_rectangle = a*b;
      System.out.println("Area of rectangle = " + area_rectangle);
   }
}
class Triangle extends Shape
{
   float area_triangle;
   void printArea()
   {
      area_triangle = (float) (0.5*a*b);
      System.out.println("Area of triangle = " + area_triangle);
   }
}
class Circle extends Shape
```

```
{
    float area_circle_1, area_circle_2;
    void printArea()
    {
        area_circle_1 = (float) (3.14 * a * a);
        area_circle_2 = (float) (3.14 * b * b);
        System.out.println("Area of circle 1 = " +
                           area_circle_1);
        System.out.println("Area of circle 2 = " +
                           area_circle_2);
    }
}
class abstract_areas
{
    public static void main(String args[])
    {
        Rectangle r = new Rectangle();
        r.printArea();
        Triangle t = new Triangle();
        t.printArea();
        Circle c = new Circle();
        c.printArea();
    }
}
```