

```

.....Practicle 4.....
package package4;
import java.util.Scanner;

abstract class shape{
    double val1,val2;

    void input() {
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter first value:");
        val1=sc.nextDouble();
        System.out.println("Enter second value:");
        val2=sc.nextDouble();

    }
    abstract void compute_area();
}
class Triangle extends shape{
    void compute_area() {
        double area;
        area=0.5*val1*val2;
        System.out.println("Area of triangle is="+area);
    }
}
class Rectangle extends shape{
    void compute_area() {
        double area;
        area=val1*val2;
        System.out.println("Area of rectangle="+area);
    }
}

public class Dynamic {

    public static void main(String[] args) {

        shape s;
        Triangle t=new Triangle();
        Rectangle r=new Rectangle();
        s=t;
        s.input();
        s.compute_area();
        s=r;
        s.input();
        s.compute_area();

    }

}

```

.....Output.....

```

Enter first value:
4
Enter second value:
5

```

```
Area of triangle is=10.0
Enter first value:
7
Enter second value:
8
Area of rectangle=56.0
```