```
interface Area
{
        void compute_area();
}
class Triangle implements Area
{
    double base,height;
    Triangle(double b,double h)
    {
            this.base=b;
            this.height=h;


    }
    public void compute_area()
    {
            double Area=0.5*base*height;
            System.out.println("\n Area of Triangle is : \n "+Area);
    }
}
class Rectangle implements Area
{
    double length,breadth;
    Rectangle(double l,double b)
    {
```

```
        this.length=l;
        this.breadth=b;

    }
    public void compute_area()
    {
        double Area=length*breadth;
        System.out.println("\n Area of Rectangle is : \n "+Area);
    }
}
class Square implements Area
{
    double side;
    Square(double s)
    {
        this.side=s;



    }
    public void compute_area()
    {
        double Area=side*side;
        System.out.println("\n Area of Square is : \n "+Area);
    }
```

```
}
class Circle implements Area
{
    double radius;
    double pi=3.14;
    Circle(double r)
    {
            this.radius=r;



    }
    public void compute_area()
    {
            double Area=radius*radius*pi;
            System.out.println("\n Area of Circle is : \n "+Area);
    }
}
class Main
{
        public static void main (String args[])
        {
                Triangle t=new Triangle(5,6);
                Rectangle r=new Rectangle(6,4);
                Square s=new Square(8);
```

```
        Circle c =new Circle(9);
        t.compute_area();
        r.compute_area();
        s.compute_area();
        c.compute_area();

    }
}
```