```
abolass Shape ?
        int len.
        int bae;
        Shape (int len, int bare) {
           this len = len;
           this bare = bare;
       abstract void paintAnea();
class Rectangle extends Shape ?
         Rectangle (int len, int bre) {
              the super (len, bare);
Page ()
        void phintAgea () {
             System.out. println ("Anea of Rectangle: " +(len base
Class Triangle extends Shape {
         Triangle (int ien , int bre) {
                super (len, bre);
         roid print Area() {
              System.out. paintin ("Area of Taiangle: "+
                                                  (0.5#len * 69e))
```

class Ciacle extends Shape ? Ciacle (int len) { super(len, len); void phint Anea () { double agea = 3.1415 * len * len; System out paintln ("Asea of ciacle "+onea). 3 class W4P1 { public static roid main (Staring EJ ags) { Scomer input = new Scanner (System in); Towangle ti = new Towangle (input. nextInt(), input.nextInt()); H. print Area(); Rectangle 91 = new Rectangle (input.nextInt), input.nexIntil 921. PrintAnea(); Ciacle c1 = new Ciacle (input. next Int()); c1. paint Anea(); 3