OBJECT ORIENTED PROGRAMMING LAB

Experiment No.: 21

<u>Aim</u>

Create a Graphics package that has classes and interfaces for figures Rectangle, Triangle, Square and

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Circle. Test the package by finding the area of these figures.

Procedure

```
package_graphics.java
package package_graphics;
interface interface_graphics{
 public float recArea(int 1, int h);
 public float cirArea(int r);
  public float squArea(int a);
 public float triArea(int 1, int h);
}
public class package_graphics implements interface_graphics {
  public float recArea(int 1, int h){
     return 1*h;
  }
  public float cirArea(int r){
     return r*r*(float)3.14;
  }
  public float squArea(int a){
return a*a;
```

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```
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}
public float triArea(int l, int h){
return l*h*(float)(.5);
}
}
main_graphics.java
import package_graphics.*;
import java.util.*;
public class main_graphics {
public static void main(String []args){
package_graphics testObj = new package_graphics();
int l,h,r,a,c,d;
Scanner s=new Scanner(System.in);
System.out.println("Enter the length for rectangle");
l=s.nextInt();
System.out.println("Enter the breadth for rectangle");
h=s.nextInt();
System.out.println("Enter the radius of circle");
r=s.nextInt();
System.out.println("Enter the side for Square");
a=s.nextInt();
System.out.println("Enter the breadth for triangle");
c=s.nextInt();
```

```
System.out.println("Enter the height for triangle");
d=s.nextInt();
System.out.println(testObj.recArea(l,h));
System.out.println(testObj.cirArea(r));
System.out.println(testObj.squArea(a));
System.out.println(testObj.triArea(c,d));
}
```

Output Screenshot

```
C:\Users\Student\Documents\java>javac main_graphics.java

C:\Users\Student\Documents\java>java main_graphics

Enter the length for rectangle

4

Enter the breadth for rectangle

5

Enter the radius of circle

4

Enter the side for Square

5

Enter the breadth for triangle

3

Enter the height for triangle

4

area of rectangle:20.0

area of square:25.0

area of triangle6.0
```