package com.sher;

abstract public class Shape

{

public abstract Double calculatePerimeter();

}

package com.sher;

public class Circle extends Shape

{

float radi;

double perimeter;

public float getRadi() {

return rad;

}

public void setRadi(float radi) {

this.radi = radi;

}

public Double calculatePerimeter()

{

perimeter=2\*3.14\*radi;

System.*out*.println(" perimeter of circle is"+perimeter);

return perimeter;

}

}

package com.sher;

public class Rectangle extends Shape {

float breadth,length;

double perimeter;

public float getBreadth() {

return breadth;

}

public void setBreadth(float breadth) {

this.breadth = breadth;

}

public float getLength() {

return length;

}

public void setLength(float length) {

this.length = length;

}

public Double calculatePerimeter()

{

perimeter=2\*(length+breadth);

System.*out*.println("perimeter of rectangle is"+perimeter);

return perimeter;

}

}

package com.sher;

public class Square extends Shape {

float side;

double perimeter;

public float getSide() {

return side;

}

public void setSide(float side) {

this.side = side;

}

public Double calculatePerimeter()

{

perimeter=4\*side;

System.*out*.println("The perimeter of square"+perimeter);

return perimeter;

}

}

package abstractproject1;

import java.util.Scanner;

public class Main {

public static void main(String[] args) {

// TODO Auto-generated method stub

int ch;

float radi,length,breadth,side;

Scanner input=new Scanner(System.*in*);

Shape shape1=new Circle();

Shape shape2=new Rectangle();

Shape shape3=new Square();

System.*out*.println("LIST OF SHAPES:");

System.*out*.println("1.Circle");

System.*out*.println("2.Rectangle");

System.*out*.println("3.Square");

System.*out*.println("Enter your choice");

ch=input.nextInt();

switch(ch)

{

case 1:

System.*out*.println("Enter the radius");

radi=input.nextFloat();

((Circle)shape1).setRadi(radi);

shape1.calculatePerimeter();

break;

case 2:

System.*out*.println("Enter the length and breadth");

length=input.nextFloat();

breadth=input.nextFloat();

((Rectangle)shape2).setLength(length);

((Rectangle)shape2).setBreadth(breadth);

shape2.calculatePerimeter();

break;

case 3:

System.*out*.println("Enter the sides");

side=input.nextFloat();

((Square)shape3).setSide(side);

shape3.calculatePerimeter();

break;

}}

}