

```
// Circle.java package
Assign5;
import
java.util.*;
public class Circle extends Shape implements Volume
{
    private double radius;

    @Override    public double
calculateShape() {
        return Math.PI * Math.pow(radius, 2);
    }

    @Override    public double
calculatePerimeter() {        return 2
* Math.PI * radius;
    }

    @Override    public double
calculateVolume() {
        // Volume calculation for a 3D circle (sphere) is not included
for simplicity        return 0;
    }

    // Function to get input from the user
public void getInput() {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter the radius of the circle: ");
this.radius = scanner.nextDouble();
    }
}
```

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simplicity        return 0;
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    // Function to get input from the user
public void getInput() {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter the radius of the circle: ");
this.radius = scanner.nextDouble();
    }
}
```

```
// Pyramid.java package
Assign5;
import java.util.Scanner;
public class Pyramid extends Shape implements Volume
{    private double baseLength;    private double
baseWidth;    private double height;

    @Override
    public double calculateShape() {
// Surface area of a pyramid
        return baseLength * baseWidth + 0.5 * baseLength *
Math.sqrt(Math.pow(baseWidth / 2, 2) + Math.pow(height, 2))
            + 0.5 * baseWidth * Math.sqrt(Math.pow(baseLength / 2, 2) +
Math.pow(height, 2));
    }

    @Override    public double
calculatePerimeter() {
        // Perimeter calculation for a 3D shape is not applicable
return 0;
    }

    @Override
```

```
        public double calculateVolume() {            return (1.0 / 3.0) *
baseLength * baseWidth * height;        }

        // Function to get input from the user        public void
getInput() {
            Scanner scanner = new Scanner(System.in);
            System.out.print("Enter the base length of the pyramid: ");
this.baseLength = scanner.nextDouble();
            System.out.print("Enter the base width of the pyramid: ");
this.baseWidth = scanner.nextDouble();
            System.out.print("Enter the height of the pyramid: ");
this.height = scanner.nextDouble();
        }
    }
}
```

```
// Rectangle.java
package Assign5;
import java.util.Scanner;
public class Rectangle extends Shape
{    private double length;
private double width;

    @Override    public double
calculateShape() {        return
length * width;
    }

    @Override
    public double calculatePerimeter() {
return 2 * (length + width);
    }

    // Function to get input from the user
public void getInput() {
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter the length of the rectangle: ");
this.length = scanner.nextDouble();
        System.out.print("Enter the width of the rectangle: ");
this.width = scanner.nextDouble();
    }
}
```

Suyash Tambe Assignment 5

```
// Shape.java package
Assign5; public abstract
class Shape {      // Non-
abstract method
    public void showShape(String shape) {
        System.out.println("Selected shape: " + shape);
    }

    // Abstract methods to be implemented by
    subclasses      public abstract double
calculateShape();    public abstract double
calculatePerimeter();
}
```

```
/*
* Suyash Tambe
* AIML-B2
* 2022-26
* 22070126117
*/
// Main.java
package Assign5;
import java.util.Scanner;
public class Main {      // Main function
public static void main(String[] args) {
    // Add your name, PRN, and Batch details in comments here
    Scanner scanner = new Scanner(System.in);

    // Menu-driven program
while (true) {
    System.out.println("\nSelect a shape:");
    System.out.println("1. Circle");
    System.out.println("2. Rectangle");
    System.out.println("3. Square");
    System.out.println("4. Sphere");
    System.out.println("5. Cylinder");
    System.out.println("6. Pyramid");
    System.out.println("0. Exit");
    int choice =
scanner.nextInt();
```

```

        switch (choice)
        {
            case 1:
                calculateCircleAreaAndPerimeter();
                break;
            case 2:
                calculateRectangleAreaAndPerimeter();
                break;
            case 3:
                calculateSquareAreaAndPerimeter();
                break;
            case 4:
                calculateSphereAreaAndVolume();
                break;
            case 5:
                calculateCylinderAreaAndVolume();
                break;
            case 6:
                calculatePyramidAreaAndVolume();
                break;
            case 0:
                System.out.println("Ending program... So long comrade!");
                System.exit(0);
            default:
                System.out.println("Invalid choice. Please try again.");
        }
    }
}

// Function to calculate the area and perimeter of a circle
private static void calculateCircleAreaAndPerimeter() {
    Circle circle = new Circle();
    circle.showShape("Circle");
    circle.getInput();
    double area = circle.calculateShape();
    double perimeter = circle.calculatePerimeter();
    System.out.println("Area: " + area);
    System.out.println("Perimeter: " + perimeter);
}

// Function to calculate the area and perimeter of a rectangle
private static void calculateRectangleAreaAndPerimeter() {
    Rectangle rectangle = new Rectangle();
    rectangle.showShape("Rectangle");
    rectangle.getInput();
}

```



```

        double area = rectangle.calculateShape();
        double perimeter = rectangle.calculatePerimeter();
        System.out.println("Area: " + area);
        System.out.println("Perimeter: " + perimeter);
    }

    // Function to calculate the area and perimeter of a
square    private static void
calculateSquareAreaAndPerimeter() {        Square square =
new Square();        square.showShape("Square");
square.getInput();
        double area =
square.calculateShape();
        double perimeter = square.calculatePerimeter();
        System.out.println("Area: " + area);
        System.out.println("Perimeter: " + perimeter);
    }

    // Function to calculate the area and volume of a
sphere    private static void
calculateSphereAreaAndVolume() {        Sphere sphere =
new Sphere();        sphere.showShape("Sphere");
sphere.getInput();
        double area = sphere.calculateShape();
double volume = sphere.calculateVolume();

        System.out.println("Surface Area: " + area);
        System.out.println("Volume: " + volume);
    }

    // Function to calculate the area and volume of a
cylinder    private static void
calculateCylinderAreaAndVolume() {        Cylinder cylinder
= new Cylinder();        cylinder.showShape("Cylinder");
cylinder.getInput();
        double area = cylinder.calculateShape();
double volume = cylinder.calculateVolume();

        System.out.println("Surface Area: " + area);
        System.out.println("Volume: " + volume);
    }

    // Function to calculate the area and volume of a pyramid
private static void calculatePyramidAreaAndVolume() {

```

```
        Pyramid pyramid = new Pyramid();
pyramid.showShape("Pyramid");        pyramid.getInput();
        double area = pyramid.calculateShape();
double volume = pyramid.calculateVolume();

        System.out.println("Surface Area: " + area);
        System.out.println("Volume: " + volume);
    }
}
```

Output:

```
Select a shape:
1. Circle
2. Rectangle
3. Square
4. Sphere
5. Cylinder
6. Pyramid
0. Exit
1
Selected shape: Circle
Enter the radius of the circle: 6
Area: 113.09733552923255
Perimeter: 37.69911184307752

Select a shape:
1. Circle
2. Rectangle
3. Square
4. Sphere
5. Cylinder
6. Pyramid
0. Exit
3
Selected shape: Square
Enter the side length of the square: 10
Area: 100.0
Perimeter: 40.0
```

Github : <https://github.com/suyashtambe/PIJ>