

Practical – 6

Object: WAP to create a simple class to find out the area and perimeter of rectangle using super and this keyword.

Program:

RectangleDemo.java

```
import java.util.Scanner;

class RectArea
{
    double length;
    double breadth;
    RectArea(double length,double breadth)
    {
        this.length=length;
        this.breadth=breadth;
    }
    double getArea()
    {
        return length*breadth;
    }
}

class RectPerimeter extends RectArea
{
    RectPerimeter(double length,double breadth)
    {
        super(length,breadth);
    }
}
```

```
double getPerimeter()
{
    return 2*(length+breadth);
}

}

class RectangleDemo
{
    public static void main(String []args)
    {
        Scanner sc=new Scanner(System.in);

        System.out.print('Enter the length and breadth of rectangle to find area and
perimeter: ');

        double length=sc.nextDouble();
        double breadth=sc.nextDouble();
        RectPerimeter ob=new RectPerimeter(length,breadth);
        double area=ob.getArea();
        double perimeter=ob.getPerimeter();
        System.out.println('Area of rectangle= '+area);
        System.out.println('Perimeter of rectangle= '+perimeter);
    }
}
```