Create an abstract class Shape with a method area(). Derive Circle and Rectangle from it and override the method. Write a main function to compute the area of both.

Create a class Shape with a method display(). Override this method in both Circle and Rectangle classes. Use the super keyword in the overridden methods to call the parent class display() method before printing shape-specific messages. Write a main function to show how super works.

Create a class Shape with a method area(). Derive Circle and Rectangle classes from Shape and override the area() method. In the main function, use a Shape reference to point to Circle and Rectangle objects and call the area() method. Demonstrate how dynamic binding works by observing which area() method gets called at runtime.