1. write a java program to create a class called shape with methods called getperimeter() and getarea().create a subclass called circle that overrides the getperimeter() and getarea() methods to calculate the area and perimeter of a circle.

Program:

import java.io.*;

import java.util.Scanner;

class shape

{

int r=5;

```java
void getperimeter()
{
System.out.print("your perimeter");
}
void getarea()
{
System.out.println("your area");
}
}
 public class circle extends shape
{
double are,peri;
void getperimeter()
{
peri=2*3.14*r;
System.out.println("your perimeter"+peri);
}
void getarea()
{
are=3.14*r*r;
System.out.println("your area"+are);
}
public static void main(String args[])
{
circle s=new circle();
s.getperimeter();
```

```
        s.getarea();

    }

}
```

Output:

```
your perimeter31.400000000000002
your area78.5
```