

Lab Program 4

```
import java.util.*;
abstract class Shape
```

```
{
    int b, h;
    Shape (int b, int h)
    {
        this.b = b;
        this.h = h;
    }
    void printArea() {}
}
```

```
class Rectangle extends Shape
{
```

```
    Rectangle (int b, int h)
    {
        super (b, h);
    }
```

```
    void printArea()
```

```
{
    System.out.println("The area of the rectangle is: " + (b * h));
}
```

```
class Triangle extends Shape
{
```

```
    Triangle (int b, int h)
    {
```

```
        super (b, h);
    }
```

```

void printArea()
{
    System.out.println("The area of the rectangle is : " + (b*h)/2);
}
class Circle extends Shape
{
    Circle (int r)
    {
        super (0, 0);
    }
    void printArea()
    {
        System.out.println("The area of the circle is : " + (3.14 * r * r));
    }
}
public class Labprog4
{
    public static void main (String[] args)
    {
        Scanner sc = new Scanner (System.in);
        int choice, br, be;
        Rectangle rect = new Rectangle (10, 20);
        Triangle t = new Triangle (10, 5);
        Circle c = new Circle (10);
        rect.printArea();
        t.printArea();
        c.printArea();
    }
}

```



system.out.println("\n select the figure : In 1. Rectangle In 2. Triangle  
In 3. Circle In 4. Exit ");

choice = sc.nextInt();

switch (choice)

{

case 1 : System.out.println("Enter the breadth and height");

br = sc.nextInt();

he = sc.nextInt();

Rectangle r1 = new Rectangle (br, he);

r1.printArea();

break;

case 2 : System.out.println("Enter the length and height In");

br = sc.nextInt();

he = sc.nextInt();

Triangle t1 = new Triangle (br, he);

t1.printArea();

break;

case 3 : System.out.println("Enter the radius In");

br = sc.nextInt();

Circle c1 = new Circle (br);

c1.printArea();

break;

case 4 : System.out.println("Exit");

break;

}

}

}