

Program

```
package Graphics;
import java.util.Scanner;
interface Area{
    void area();
}
class Rectangle implements Area{
    public void area(){
        Scanner sc=new Scanner(System.in);
        System.out.println("Enter length:");
        int l=sc.nextInt();
        System.out.println("Enter breadth:");
        int b=sc.nextInt();
        float a=l*b;

        System.out.println("Area:"+a);
    }
}

class Triangle implements Area{
    public void area(){
        Scanner sc=new Scanner(System.in);

        System.out.println("Enter base length:");
        int b=sc.nextInt();
```

```
System.out.println("Enter height:");  
int h=sc.nextInt();
```

```
float a=b*h/2;
```

```
System.out.println("Area:"+a);  
    }
```

```
}
```

```
class Square implements Area{
```

```
public void area(){
```

```
Scanner sc=new Scanner(System.in);
```

```
System.out.println("Enter length of a side:");
```

```
int s=sc.nextInt();
```

```
float a=s*s;
```

```
System.out.println("Area:"+a);  
    }
```

```
}
```

```

class Circle implements Area{

public void area(){

float pi=3.14f;

Scanner sc=new Scanner(System.in);

System.out.println("Enter radius:");

int r=sc.nextInt();

float a=pi*r*r;

System.out.println("Area:"+a);
}

}

class Areas{

public static void main(String ar[]){

Rectangle r=new Rectangle();

Triangle t=new Triangle();

Square s=new Square();

```

```
Circle c=new Circle();
```

```
System.out.println("Area of Rectangle");
```

```
r.area();
```

```
System.out.println();
```

```
System.out.println("Area of Triangle");
```

```
t.area();
```

```
System.out.println();
```

```
System.out.println("Area of Square");
```

```
s.area();
```

```
System.out.println();
```

```
System.out.println("Area of Circle");
```

```
c.area();  
}  
}
```

Output:-

Area of Rectangle

Enter length: 6

Enter breadth: 4

Area: 24

Area of Triangle

Enter base length: 5

Enter height: 7

Area: 17.5

Area of Square

Enter length of a side: 5

Area: 25

Area of Circle

Enter radius: 4

Area: 50.24