## CSA 0992 Phyglowing in Java Syd Medammi) Assignment -2.

White a interteme Physican to implement an interfore Called Slage. Now, check three classes civale, quote, Thiangle

Class interface Slage &

double leadins ();

double leader ();

double hase();

Clan civole implement slape of
plivate do uble ladius;
public civole (double radius) &
public vadius = radius;

2 @ over vide public double radius () {
 veture vadius;

Q over vide

public double leght () &

return 2\*\* math .PI \* radius;

3

@ override public double base () & return Side; May Thingle impleuts shape & Plivate double base; Phivale double height; Public Thingle (double base, double height) & Mis buse a base; His height - height; @ overside Dublic double radius CIS velou no; @ overvide Public double length () { return height; @ over fide Public double base (1){

return has () Public Class main & public Static void rain ( sleigh (I orgs) & circle Circle = new circle (5); Square Square = new Square (w); Thingle Thingle - new Hingle (3,6); System. out shintly ("circle leight" + (ivile leight ()); System out pluint ("Square light" + Square legth ();
System out i plaint (n ("Triagle light" + Alighe. legth (); 2) White a Phoglan to illustrate Polynot phism, check a class Called Parent Cortain 3 Methods TVC), hadio (in t butter strong, Play (ist); Phone (int, Phonen, double Phinch stry) class parent & Void TV() } System out plint-In ("watching TV");

```
void vadio (int- bottom, st-ling station) &
    System. out. Phint-In ("Toning to station + slation+"
      in botton"+ botton);
   Void Plume (int- button, string phonum, double pluce,
     Stling Mode) {
     System. out. Println ("Calling + Phn num+"sing phone
      Model" + Model + " (Bulton:" + button+; plance:"
      + Plincet")");
   class child entend parent &
  @ over vide
    Void TVC) &
    System. UDF. Phint In ("child is watching To").
@ public state void main (String [] aug);
      Parent obj - TV ();
       Pareul- . Va dio (a, "Rock");
      Parent Obj. Phone (1; "123-456-7890; 999.99,
```