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import java.util.*;
class Shape
{
    int a,b;
}
class rec extends Shape
{
    rec(int x,int y)
    {
        a=x;b=y;
    }
    public double area()
    {
        return (a*b);
    }
    public double peri()
    {
        return (2*(a+b));
    }
}
class sqr extends Shape
{
    sqr(int x)
    {
        a=x;
    }
    public double area()
    {
        return (a*a);
    }
    public double peri()
    {
        return (4*a);
    }
}
class ellipse extends Shape
{
    ellipse(int x,int y)
    {
        a=x;b=y;
    }
    public double area()
    {
        return (3.14*a*b);
    }
    public double peri()
    {
        float z;
        z=(a*a+b*b)/2;

        return (2*3.14*Math.sqrt(z));
    }
}
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}
class cir extends Shape
{
    cir(int x)
    {
        a=x;
    }
    public double area()
    {
        return (a*3.14*a);
    }
    public double peri()
    {
        return (2*3.14*a);
    }
}

class Shapes
{
    public static void main(String args[])
    {
        int m,n,ch,l=1;
        double area=0,peri=0;
        Scanner scan=new Scanner(System.in);
        while(l==1)
        {
            System.out.print("Menu \n1.rectangle 2.circle 3.Ellipse 4.square
5.exit");
            System.out.print("\nenter your choice: ");
            ch=scan.nextInt();
            switch(ch)
            {
                case 1: System.out.print("\nEnter the length and breadth: ");
                    m=scan.nextInt();
                    n=scan.nextInt();
                    rec sh=new rec(m,n);
                    area=sh.area();
                    peri=sh.peri();
                    break;
                case 4: System.out.print("\nEnter the side: ");
                    m=scan.nextInt();

                    sqr sh1=new sqr(m);
                    area=sh1.area();
                    peri=sh1.peri();
                    break;
                case 3: System.out.print("\nEnter the major and minor axis: ");
                    m=scan.nextInt();
                    n=scan.nextInt();
                    ellipse sh2=new ellipse(m,n);
                    area=sh2.area();

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                peri=sh2.peri();
                break;
            case 2: System.out.print("\nEnter the radius ");
                    m=scan.nextInt();

                    cir sh3=new cir(m);
                    area=sh3.area();
                    peri=sh3.peri();
                    break;
            case 5: System.exit(0);
        }
        System.out.println("area :"+area);
        System.out.println("perimeter :"+peri);
    }
}

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Menu

1.rectangle 2.circle 3.Ellipse 4.square 5.exit

enter your choice: 1

Enter the length and breadth: 2

3

area :6.0

perimeter :10.0

Menu

1.rectangle 2.circle 3.Ellipse 4.square 5.exit

enter your choice: 2

Enter the radius 2

area :12.56

perimeter :12.56

Menu

1.rectangle 2.circle 3.Ellipse 4.square 5.exit

enter your choice: 3

Enter the major and minor axis: 2

3

area :18.84

perimeter :15.382795584678357

Menu

1.rectangle 2.circle 3.Ellipse 4.square 5.exit

enter your choice: 4

Enter the side: 2

area :4.0

perimeter :8.0

Menu

1.rectangle 2.circle 3.Ellipse 4.square 5.exit

enter your choice: 5