PRACTICAL-11

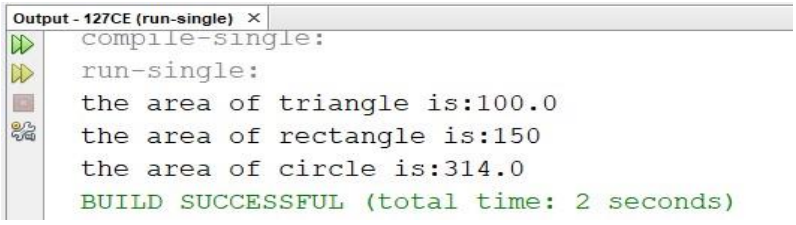
Aim: Describe abstract class called Shape which has three subclasses say Triangle, Rectangle, and Circle. Define one method area() in the abstract class and override this area() in these three subclasses to calculate for specific object i.e. area() of Triangle subclass should calculate area of triangle etc. Same for Rectangle and Circle.

CODE:

```
abstract class shape {


   abstract void area();
}
class triangle extends shape {
   void area()
   {
      int l=10,h=20;
      System.out.println("the area of triangle is:"+(0.5*l*h));
   }


}
class rectangle extends shape {
   void area()
   {
      int l=10,b=15;
      System.out.println("the area of rectangle is:"+l*b);


   }


}
```

```
class circle extends shape {
    void area()
    {
        int l=10;
        System.out.println("the area of circle is:"+(3.14*l*l));
    }

}
class result
        {
    public static void main(String[] args) {

    triangle t1=new triangle();
    rectangle r1=new rectangle();
    circle c1=new circle();
    t1.area();
    r1.area();
    c1.area();




    }
}
```

OUTPUT:


Output - 127CE (run-single)
compile-single:
run-single:
the area of triangle is:100.0
the area of rectangle is:150
the area of circle is:314.0
BUILD SUCCESSFUL (total time: 2 seconds)