## **Lab Sheet 07**

## **Exercise 01:**

```
Output – 100
```

x variable value cannot change in the class Undergraduate.

## Exercise 02:

```
abstract class Shape
{
      abstract double calculateArea();
      public void display(double area)
      {
             System.out.println("Area is: "+area);
      }
}
public class Circle extends Shape
{
      private double radius;
      public Circle(double radius)
      {
            this.radius=radius;
      }
```

```
@Override
      double calculateArea()
      {
            return Math.PI*radius*radius;
      }
}
public class Rectangle extends Shape
{
      private double width, height;
      public Rectangle(double width,double height)
      {
            this.width=width;
            this.height=height;
      }
      @Override
      double calculateArea()
      {
            return width*height;
      }
}
```

```
public class Shapeobj
{
      public static void main(String[] args)
      {
            Scanner sc1=new Scanner(System.in);
            System.out.println("Enter the radius: ");
            double radius=sc1.nextDouble();
            Circle c1=new Circle(radius);
            double areaC=c1.calculateArea();
            c1.display(areaC);
            Scanner sc2=new Scanner(System.in);
            System.out.println("Enter the width: ");
            double width=sc2.nextDouble();
            System.out.println("Enter the height: ");
            double height=sc2.nextDouble();
            Rectangle r1=new Rectangle(width,height);
            double areaR=r1.calculateArea();
            r1.display(areaR);
      }
}
```