Lab 4:

Develop a Java program to create an abstract class named Shape that contains has integers and an empty method named printAreal). Provide three classes named Rectange, Triangle and Circle Such that each one of the classes extends the class Shape, Each one of the classes extends the class Shape, method printArea () that prints the area of the given shape.

import java. Util. Scanner;

abstract class Shape

int length, breath;

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double areak;

Void print Area ()

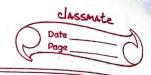
areaR = (length +breadth);

System.out.println ("The area of rectangle is

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class Triangle extends Shape

double areat;



areaT = (0.5) + (longth + bread h); System.out.println ("The area of triangle" + area T+ "iem 12"); double areal; void print Area (1? area C = (3.14) & (leigh & leigh); System. Out. println ("The area of circle is "+ area (+ "cm 1 2"). public Static void main (String argst] Scanner A=new Scanner (System.in). Rectangle RI = new Rectangle (); Triangle T1 = new Triangle(); Circle C1 = new Circle (); System. out. printin ("---- Area of gen of Restagle Triangle and



	System.out. printin ("Enter the levelle and break)
	Bystem.out.println("Enter the leight and break) RI la b - 1 rectangle in cm: \n");
	RI. length = A. nextInt();
	RI. breadh = A-nextInt(),
-	System.out.println ("Enter the leads and
	System.out.println ("Enter the length and base of friages in cm.");
	11. breadth = A. nextInt ():
	System. out. printin ("Enter me radius of
	Orde in cm: \n'';
-	Cl. length = A.nextInt();
	RI. print AreaCi.
- 11	TL. print Area ();
	Cl. print Area();
-	3
\parallel	
#	
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