Institute of Computer Technology

B. Tech Computer Science and Engineering

Subject: OOP (2CSE303)

**PRACTICAL-7**

**AIM: - Ravi and his friends are playing a multiplayer game which requires each player to compute the area of a shape that is displayed in real time. Thus, overload the function compute() to print the area of different shapes (square, rectangle, circle) using the concept of polymorphism.**

***SOLUTION***

import java.util.\*;

public class Prac7

{

float pie=3.14f;

public double compute(double a)

{

double area=a\*a;

return area;

}

public double compute(double a,double b)

{

double area=a\*b;

return area;

}

public double compute(float a,double b)

{

double area=a\*b\*b;

return area;

}

public static void main(String[] args)

{

double x,len,width,radius;

System.out.println("Enter The Size Of A Side Of Square:");

Scanner Yash=new Scanner(System.in);

x=Yash.nextDouble();

System.out.println("Enter The Length Of Rectangle:");

len=Yash.nextDouble();

System.out.println("Enter The Width Of Rectangle:");

width=Yash.nextDouble();

System.out.println("Enter Radius Of Circle:");

radius=Yash.nextDouble();

Prac7 obj=new Prac7();

System.out.println("Area Of Square:"+obj.compute(x));

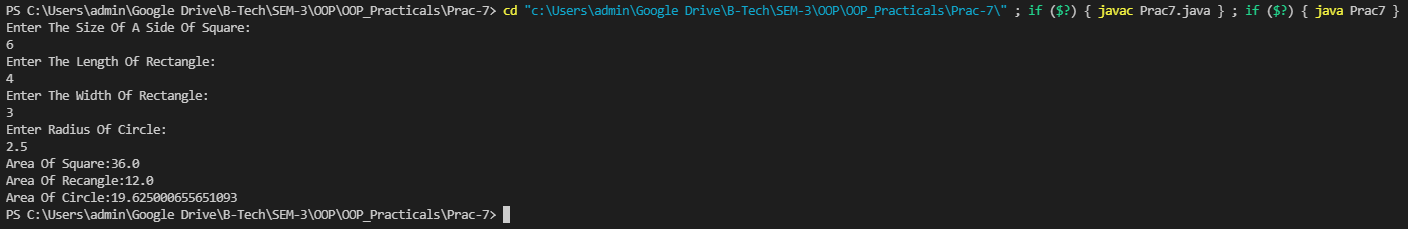
System.out.println("Area Of Recangle:"+obj.compute(len,width));

System.out.println("Area Of Circle:"+obj.compute(obj.pie,radius));

}

}

***OUTPUT***

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