

```
package tvary;

//vytvor objekt min. dvou geom tvaru
//vloz je do Collections
//secti jejich plochy

public class Main {

    public static void main(String[] args) {
        Vzorce k = new Kruh(3);
        Vzorce o = new Obdelnik(2, 4);
        Collection c = new ArrayList();
        c.add(k);
        c.add(o);

        //vyber tvar, vloz do promenne, vem jeho plochu, pricti do celkP
        double celkP = 0;

        for (Iterator i = c.iterator(); i.hasNext();) {
            Object tvar = i.next();
            Vzorce plochaT = (Vzorce) tvar;
            celkP = celkP + plochaT.plocha();
        } //end for
        System.out.println("Celkova plocha objektu v Collection je " + celkP);
    } //main
} //class
```

```
package tvary;

public class Kruh implements Vzorce {

    int r;

    public Kruh(int r) {
        this.r = r;
    } //end konstruktor

    public double plocha() {
        return this.r * this.r * Math.PI;
    } //end plocha
}
```

```
package tvary;

public class Obdelnik implements Vzorce {
    int x;
    int y;

    public Obdelnik(int x, int y) {
        this.x = x;
        this.y = y;
    } //end konstruktor

    public double plocha () {
        return this.x * this.y;
    } //end plucha
}
```

```
package tvary;
```

```
public interface Vzorce {
```

```
    public double plocha();  
}
```