## **Assignment 7**

1.

```
circle
-radius:double = 1.0
-color:String = "red"
+Circle()
+Circle(radius:double)
+Circle(radius:double,color:String)
+getRadius():double
+setRadius(radius:double):void
+getColor():String
+setColor(color:String):void
+getArea():double
+display_info(): void
```

extends

superclass subclass

## Cylinder

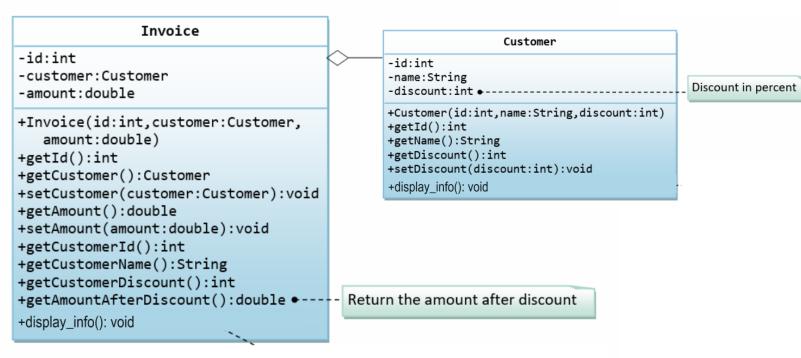
```
+Cylinder()
+Cylinder(radius:double)
+Cylinder(radius:double,height:double)
+Cylinder(radius:double,height:double,
```

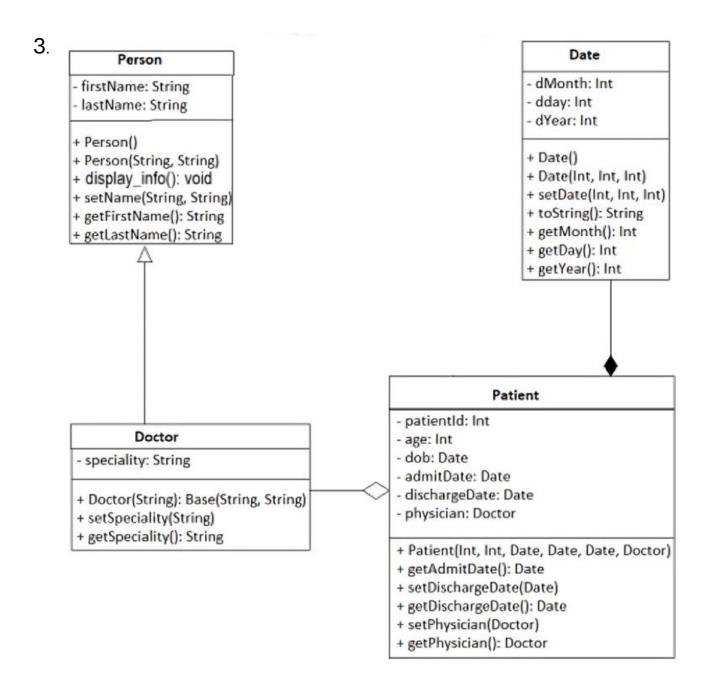
color:String)
+getHeight():double

-height:double = 1.0

+setHeight(height:double):void

+getVolume():double





## 4. What's the difference between composition and inheritance? With example

Note: illustrate your example as class name and class members only, don't implement it