**3 – 02 Creating Objects**

1. Create a simple circle based on this following:

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| SimpleCircle |
| radius: double |
| Circle() Circle(newRadius: double) getRadius(): double getArea(): double getPerimeter(): double setRadius(newRadius: double): void |

Test your circle with the following code:

Circle fCircle = new Circle();

Circle sCircle = new Circle(5.0);

Circle tCircle = new Circle(10.3);

System.out.println("The radius of circle 1 is " + fCircle.getRadius());

System.out.println("The area of circle 2 is " + sCircle.getArea());

System.out.println("The perimeter of circle 3 is " + tCircle.getPerimeter());

fCircle.setRadius(25.5);

System.out.println("The new area of circle 1 is " + fCircle.getArea());

1. Create a Television class based on the following:

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| Television |
| channel: int  volumeLevel: int  on: boolean |
| Television()  turnOn(): void  turnOff(): void  setChannel(newChannel: int): void  setVolume(newVolumeLevel: int) void  channelUp(): void  channelDown(): void  volumeUp(): void  volumeDown(): void  getChannel(): int  getVolumeLevel(): int  getOn(): boolean |

Create a testing method that sufficiently tests all the functions.