		EDG3
-6	Chapter 9 - Practice Sct	or paid dank!
1	1 Create a class Cylinder and Setters to Set its radius a	use getters and nd height.
2	2 Use 10 to Calculate Surface of the Cylinder.	area and Volume
3	3 Use a constructor and repea	t O
4 1	of length 4 and breadth 5 parameters	initialize a rectangle for using custom
5	5 Repeat @ for a sphere	
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