Room Challenge Build Instructions – Connor Freemantle

The RoomChallenge.java program is self-contained, requiring no third-party libraries. It uses the *java.util.Scanner* utility to allow the user to enter data into the program during runtime.  
 The program prompts the user to input the dimensions of a room, and returns the area of the floor, the surface area of the walls and ceiling and the volume of the room. It can do this if the floor is a rectangle, and also if it is not. It does however assume that the walls are perpendicular to both the floor and ceiling.   
  
In the case of irregular walls, Bretschneider's formula is used. This requires that the lengths of all walls are known, as well as two opposing angles.   
  
Unless stated otherwise, all measurements are in metres. The program accepts whole integers and fractional values for all variables, but does not except anything that is not a Real number.