

CS401 Lab 1

This lab is to be completed individually.

This is a simple lab intended just to make sure that everyone is able to write and execute Java programs.

You may use any development environment that you wish.

What to do?

1. Write a simple Java program to calculate area of a circle
2. Create a class called "Circle" and radius as instance variable
3. Implement: Getters, Setters and toString method in a class
4. Create a class to run the program

Note: Your Circle class should reside in a separate Java class other than your main method

Make sure that your code is well documented i.e., in-line comments with a simple README would be ideal.

For instance, every function and complex portion of code should have comments that describe what it does.

Program input

Your program should accept radius as input from user.

Program output

Your program should calculate area of a circle.

Example

A sample execution of a simple program to calculate area of a circle may look like this:

\$ Enter the radius of a circle:

\$ 10

\$ Area of a circle is: 314

What to turn in?

1. Source code

Do not include any package as I won't be able to run your code.

2. Your program's outputs in a PDF file
3. README file to demonstrate how your program works

Please submit on Blackboard before the assigned due date