CS101: Lab #5
Using Classes and Objects Part II

1. Write a program that computes the area of each color in an archery target. For simplicity, we will consider a simple circular archery target consisting of the colors (in order from inside to outside): yellow, red, blue, black, and white. We also assume that each color in the target is equal 'width'.

   You must prompt the user for a radius (in cm) <u>of the entire target</u> and report the following information:

   a. The area of each colored section. Output only four decimal places.

   b. The percentage (using `DecimalFormat`) of each colored section (compared to the area of the entire target).

   You must output the information, in color order, according to the following example.

   ```
   The color yellow has area 3.1416 cm^2 with 4% of the total area.
   ```

2. Write a program that takes an input integer from the keyboard by autoboxing to an `Integer`. Then the program outputs the binary, octal, and hexadecimal representation of the input integer. Your output should clearly indicate the specific base of the number.

   Your program may use only a single `Integer` object (no `int`).