

## Chapter 9 - Practice Set

- 1 Create a class Cylinder and use getters and setters to set its radius and height.
- 2 Use ① to calculate surface area and Volume of the cylinder.
- 3 Use a constructor and repeat ①
- 4 Overload a constructor used to initialize a rectangle of length 4 and breadth 5 for using custom parameters.
- 5 Repeat ① for a sphere