**Lab 3, Question #3a**

UML classes Circle and Cylinder are given below, pictured in an inheritance relationship. Write the code for Circle and Cylinder in Java, making use of the inheritance relationship. Does it make sense to use inheritance here? Explain

The implementation part is already done in java.

Here I would like to explain the question “Does it make sense to use inheriting cylinder class from circle?”

**For me it doesn’t make sense inheriting radius from cylinder class for circle because circle doesn’t have IS-A relationship with cylinder.**