https://hc.labnet.sfbu.edu/~henry/sfbu/course/introjava/java\_class/slide/exercises3.html

Q23 : Cylinder

1. Create a class for Cylinder.

2. The class should have member functions:

\* A constructor (i.e., manager function)

\* One get function for each data member

\* One set function for each data member

\* A helping function pi()

The function will be used to calculate the volume and

the area of the cylinder.

\* A predicate function to answer this question:

(1) Is the a cylinder a disk?

Note: Assuming that a cylinder is a disk

if the height of the cylinder is 1.

\* Two implementro functions

- float volume()

This function returns the volume of a cylinder

- float area()

This function returns the area of a cylinder

3. Test this class by creating one object, cup, in main().

4. Display the content of the object in main()

5. Check wether the cup is a disk.

6. Display the volume and area of the object cup.

attributes of a cylinder:

     int radius

    int height

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Cylinder's volume

= pi \* radius \* radius\* height

Cylinder's area

= 2 \* pi \*  radius \* radius

  + 2 \* pi \* radius \* height