Extra Challenges!

These extra challenges are not assessed but allow you to challenge yourself further.

1 a) Modify the **CircleTester** program by using the *setRadius* method to reset the radius of the circle to be 18, then use the **Circle** methods to print the new area and circumference of this circle.

   b) Add a *calculateDiameter* method into the **Circle** class that returns the diameter of the given circle and then modify the **CircleTester** program to display the diameter of the **Circle** object.

   c) Adapt the **CircleTester** program so that the user enters the original radius used in the constructor and the new radius used by the **setRadius** method.

   d) Develop a menu driven interface for this tester program.

2 Make a start on your Last (Self-Directed) Lab Task (for 18 marks).