

Exercise 1

Create a class called Circle that contains two attributes: radius and color. Your class should also have the following methods:

- A constructor that allows you to create a circle and specify its color and radius.
- A method that returns the color of the circle (getColor())
- A method that returns the radius of the circle (getRadius())
- A method that returns the area of the circle (getArea())
- A method that returns the circumference of the circle (getCircumference())
- A destructor that prints "Bye" when a circle is destroyed!

When you are done, create two circles and print the area and radius of each. Next, use an "if statement" to determine which circle has a bigger area.

Exercise 2

Create a class called ListMaker that contains three attributes: item1, item2, and item3. Your class should also have the following methods:

- A constructor that allows you to create a ListMaker and specify its three attributes.
- A method that returns HTML representing an unordered list that contains the three items in the list (getUnorderedList())

When you are done, create two ListMaker objects and use the getUnorderedList method to output two unordered lists.