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Planet is an auxiliary class to Ringworld that allows for
   Planets to be stored in objects.
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public class Planet
     // Instance Variables
     private double radiusFt:
    private double volumeFt3;
     private double surfaceAreaFt2;
    // Our Universe's Planets' Volume in Cubic Feet
private final double JUPITER_VOLUME_FT3 = 1.43128 * Math.pow(10,15);
    private final double SATURN_VOLUME_FT3 = 8.2713 * Math.pow(10,14);
    private final double URANUS_VOLUME_FT3 = 6.833 * Math.pow(10,13); private final double NEPTUNE_VOLUME_FT3 = 6.254 * Math.pow(10,13); private final double EARTH_VOLUME_FT3 = 1.08321 * Math.pow(10,12); private final double VENUS_VOLUME_FT3 = 9.2843 * Math.pow(10,11);
    private final double MARS_VOLUME_FT3 = 1.6318 * Math.pow(10,11); private final double MERCURY_VOLUME_FT3 = 6.083 * Math.pow(10,10)
     private final double EARTH_SURFACE_AREA_MI2 = 196.94 * Math.pów(10, 6);
     /**
      * Planet constructor that sets the radius, volume and surface area to
      * zero
     public Planet()
          this.radiusFt = 0;
          this.volumeFt3 = 0:
          this.surfaceAreaFt2 = 0;
     /**
      * Planet constructor that sets the radius to a given value and
      * sets the volume (ft cubed) and surface area (square feet)
      * @param radius the radius of the planet, in feet
    public Planet(double radiusFt)
          this.radiusFt = radiusFt;
         this.volumeFt3 = 2 * radiusFt * Math.PI;
          this.surfaceAreaFt2 = 4 * Math.pow(radiúsFt, 2) * Math.PI;
     }
     /**
      * Adds a given amount of volume, assuming that the planet is
      * always perfectly spherical
      * @param double quantity in cubic feet
     public void addVolume(double quantityFt3)
         volumeFt3 += quantityFt3;
radiusFt = Math.cbrt((3 / 4) * (volumeFt3 / Math.PI));
```

```
}
/**
 * returns volumes in miles cubed
 * @return volume in miles cubed
public double getVolume()
    return Converter.ft3ToMi3(volumeFt3);
/**
 * returns surface area in square miles
 * @return surfaceArea in square miles
public double getSurfaceArea()
    return Converter.ft2ToMi2(surfaceAreaFt2);
* returns array of all planet's volumes
  @return returns array of all planet's volumes in cubic feet
public double [] getPlanets()
    double [] planets = {
         JUPITER_VOLUME_FT3, SATURN_VOLUME_FT3, URANUS_VOLUME_FT3, NEPTUNE_VOLUME_FT3, EARTH_VOLUME_FT3, VENUS_VOLUME_FT3, MARS_VOLUME_FT3};
    return planets;
}
```