This exercise involves modifying the Cube class discussed during one of our class lectures and using the modified class in a simple program.

1. Download the Cube.java source code file from our Canvas site.
2. Modify the Cube class as follows:
   1. Add a default constructor that initializes side to 0.
   2. Add a parameterized constructor that takes an argument that is used to initialize side.
   3. Add a getter method named getSide() that returns the value of side.
   4. Add a method named getSurfaceArea() that returns the surface area of a Cube object. The formula for surface area is 6 \* side \* side.
3. Write a program that contains a main() method that does the following:
   1. Create a Cube object named cube1 using the default constructor. Set the side member of cube1 to 10.
   2. Create a Cube object named cube2 using the parameterized constructor, setting its side member to 20.
   3. Display the information in the sample output below for cube1 and cube2 using a static method named displayCubeInfo(). The method should be called for each Cube object, and should have the following arguments: String name, int sideValue, int volume, int area.

A screenshot of a computer program

AI-generated content may be incorrect.