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Object Oriented Programming I
Lab Sheet 3
Classes and Objects

1. Create a class called Time that includes three instance variables: hour (int), minute (int) and second (int). Provide following constructors to initializes the three instance variables.

   - No-argument constructor: Initializes each instance variable to zero.
   - Constructor: hour supplied, minute and second defaulted to 0.
   - Constructor: hour and minute supplied, second defaulted to 0.
   - Constructor: hour, minute and second supplied.
   - Constructor: Another Time2 object supplied.

2. Create a class called Circle that includes two instance variables: radius (double) and color (String). Your class should have following constructors to initializes the two instance variables.
   - A default constructor with no argument with default value of 1.0 and "red", respectively.
   - A constructor which takes a double argument for radius.
   - A constructor which takes a String argument for color.

3. A class called MyPoint, which models a 2D point with x and y coordinates. It contains two instance variables x (int) and y (int).
   - A default constructor that construct a point at the default location of (0, 0).

- A overloaded constructor that constructs a point with the given x and y coordinates.

- A toString () method that display the point in the format "(x, y)".

- A method called distance (int x, int y) that returns the distance from this point to another point at the given (x, y) coordinates.