

LABORATORY WORK BOOK

Nan	ne of the	Student Moticen.	MD				í		
Class CSF C Semester I						Roll Number			
Cou	rse Code	e : AC.3 D.03 Cour	se Name :	00P. J	AVALAB	239	5 1 A		5 B
Nan	ne of the	Course FacultyD	J. Cly. 6	Wived	3		Faculty ID :	IAR	E - 10651
Exe	rcise Nur	mber:13	Week	Number :	13		Date :	9191	2029
S. No.	Exercise Number	EXERCISE NAME	MARKS AWARDED						
			Aim/ Preparation	Algorithm / Procedure		Source Code	-	Viva -	Tatal
				Performance in the Lab		Calculations and Graphs	Results and Error Analysis	Voce	Total
			4	4		4	4	4	20
1	13.1	Ciocle class	4	2	2	Ų	U	4	20 (
2	13.2	Person class							
3	13.3	point an					1		\
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Signature of the Student

Signature of the Faculty

START WRITING FROM HERE

```
13.1
     Circle Class
Public class chicle f
     Private double radius;
     Private double color;
      Public circle() {
           radius = 1.0;
           color = "red";
      Public Circle (double radius) {
        this radius = radius;
         This . color = color;
        7
       public double get radius conf
           return radius; }
        public void set Rodius (double radius) {
               this radius = radius; }
             Public double = quadras getament {
                   return Math pt * radius * radius;
   Result
   Circle (radius = 2.0, color = blue)
    Area: 12.56637.
```

```
Public class person f
     Private String name;
     private string address;
    Public person (string name, string address) f.
           this nome = name;
          This address = address;
       1
      Public String get Norme (14.
               return nome;
      public String get Address (1)
              return address;
      Public void set Address (String address) {
                  This address = address;
 Result:
Person (norme = John Doe, address = 123 Mainst
```

```
13.3 Point 20
```

Public class pointabe Private float x;

Private float y;

Public point an (float x, floaty) {

this.x=x; this.y=y;

Je

public point ap () {

This (o.ot, o.of);

3

Public void setx (follown) {
this.x = x;

b

Public float get y () { returny;

7

public float get xx(){
return new float (][x,y];

this, x=x; -this, y= y; 3

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