(01)

I)

```
public class CircularShapes {


   final double pi = 3.14;
   double radius;
   double AreaofCircle() {
     return radius*radius*pi;
   }
   double PerimeterofCircle() {
      return 2*pi*radius;
   }
   double height;
   double AreaofCylinder (){
      return PerimeterofCircle()*height + AreaofCircle()*2;
   }
   double VolumeofCylinder (){
      return AreaofCircle()*height;
   }
}
```