Adamson University
College of Engineering
Computer Engineering Department

Object-Oriented Programming

Laboratory No. 2

Class and Object

Submitted by:
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TTh 7:00-10:00/ 58001

Submitted to
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Instructor

Date Performed:
10-03-2023

Date Submitted
13-03-2023

General Instruction:

1. Write a Python program that asks the user to enter the radius of a circle and solve its area and perimeter.

2. Create a class name Circle allowing you to build a circle with radius and pi attributes.

3. Create a method Display() the perimeter and area using an instantiation of a class.

4. Create a Perimeter() method to calculate the perimeter of the circle and an Area() method to calculate the area of the circle.

Hyperlink:

Ugot-Lab Activity 2

Mirror link:

https://github.com/Ugot-Aaron-Paul/OOP-58001/blob/f37be160aca7296c3f19dd4379b0fbf24fa4e154/Lab%20Activity%202.ipynb