Implementing Classes - Soda Can & Beach Ball

1. Implement a class SodaCan with methods getSurfaceArea() and getVolume(). In the constructor, supply the height and radius of the can.

Details:

- As you create your project, you can call it something like SodaSAVolume. Then create the class: SodaCan.java.
- You do not need to include a runner class, so the main can be included at the bottom of SodaCan.java
- Make sure your program includes: a declared class, fields (instance variables), a constructor, 2 methods (for surface area and volume), and finally your main to output the results.
- Test at least 3 cans, so 3 different sets of height/radius combinations. Print the results of all 3.
- Make sure your have the correct use of private and public in your code.
- Upload SodaCan.java to GitHub

2. Implement a class BeachBall with methods getSurfaceArea() and getVolume(). In the constructor, supply the radius of the ball.

Details:

- As you create your project, you can call it something like BallSAVolume. Then create the class: BeachBall.java
- You do not need to include a runner class, so the main can be included at the bottom of BeachBall.java
- Make sure your program includes: a declared class, fields (instance variables), a constructor, 2 methods (for surface area and volume), and finally your main to output the results.
- **Use the Scanner class to get the value of the radius from the user. Output the radius, surface area and volume.**
- Make sure your have the correct use of private and public in your code.
- Upload BeachBall.java to GitHub