Jinyang Li

ITM 331 - 01

08/28/2016

Lab 01

Source Code

/\* Program to calculate the volume and the surface area of a

\* right circular cylinder

\*

\* Programmer : Jinyang Li

\* File Name : Cylinder.java

\*/

// package for Scanner class objects

import java.util.Scanner;

public class Cylinder {

public static void main(String args[])

{

// introduce a Scanner class object

Scanner sc = new Scanner(System.in);

// declare and initialize the variables

double area = 0, height = 0, radius = 0, volume = 0;

String strName = "";

// greet the program user

System.out.println("Welcome to the Volume Program!");

// prompt user for their name

System.out.println("please enter your name");

// read the user name

strName = sc.nextLine();

//display the name back to the user

System.out.println("hello " + strName);

// input: assign values to the variables

System.out.print("Please enter the radius. ");

radius = sc.nextDouble();

System.out.print("Please enter the height. ");

height = sc.nextDouble();

// process: compute the required quantity

volume = 3.1416 \* radius \* radius \* height;

area = 3.1416 \* radius \* radius \* 2

+ 2 \* 3.1416 \* radius \* height;

// output: display the output to the user

System.out.print("The volume of the cylinder is: ");

System.out.print(volume);

System.out.println(" cubic length units ");

System.out.println("The surface area of the cylinder is "+ area

+ " cubic length units ");

// dismiss the Scanner class object

sc.close();

}

}

Snapshot