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//Geometry.java - Jimmy Kurian
public class Geometry
public static double sphereVolume(double r)
return (4.0 / 3.0) * Math.PI * r * r * r;
public static double sphereSurface(double r)
return 4.0 * Math.PI * r * r;
public static double cylinderVolume(double r, double h)
return h * Math.PI * r * r;
public static double cylinderSurface(double r, double h)
return (2.0 * r * Math.PI * h) + (2.0 * Math.PI * r * r);
public static double coneVolume(double r, double h)
return (1.0 / 3.0) * Math.PI * r * r * h;
public static double coneSurface(double r, double h)
return Math.PI * r * (h + r);
//GeometryTester.java - Jimmy Kurian
import java.util.Scanner;
public class GeometryTester
public static void main(String[] args)
Scanner in = new Scanner(System.in);
System.out.println("Please enter the radius: ");
double r = in.nextDouble();
System.out.println("Please enter the height: ");
double h = in.nextDouble();
System.out.println("The volume of the sphere is: "
+ Geometry.sphereVolume(r));
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System.out.println("The surface area of the sphere is: "
+ Geometry.sphereSurface(r));
System.out.println("The volume of the cylinder is: "
+ Geometry.cylinderVolume(r, h));
System.out.println("The surface area of the cylinder is: "
+ Geometry.cylinderSurface(r, h));
System.out.println("The volume of the cone is: "
+ Geometry.coneVolume(r, h));
System.out.println("The surface area of the cone is: "
+ Geometry.coneSurface(r, h));
}
```