

Lab-4 Classes and Objects -II

Objectives

1. Create class and methods
2. Testing classes
3. Accessing instance variables.
4. Use variables and methods

Exercises

1. Create a class Calculation with two method overloading. The methods are:
 - a. **void** sum(**int** a,**int** b) -> sum a+b
 - b. **void** sum(**int** a,**int** b,**int** c) -> sum a+b+c

Test your code in the main

2. Create a class Circulo with two methods. The methods are:
 - a. **public** Circulo() -> Initialize the radius to 2
 - b. **public** Circulo(**int** r) -> Initialize the radius with a value given by keyword
 - c. **public double** circumferencia() -> Calculate the circumference of an circle
 - d. **public double** area() -> Calculate the area of circle

In addition, consider created methods getRadius() and setRadius() to change and get the radius value.

Test the program using another class in different file.

3. Write a program in java that use a static variable to show the balance in a class with two objects.