

## Lab 6: Module 5 (Classes Part one)

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Design and implement a class called Sphere with two instance variables that represents the radius, and an ID. Instance variable should enforce the encapsulation.

Beside the getters and setters, the class should have these methods as well:

Volume: calculates the volume of the shape

Area: calculates the surface area of the shape

toString: generates an appropriate string to provide the id and radius of the instance

In driver class instantiate 3 spheres with ID of s0, s2, s3. Prompt the user to enter the radius of all three. Then print the area and volume.

DO NOT change the class names

The required submission files:

1. Sphere.java
2. SphereDemo.java