Program Specification

Round Things

1   PROGRAM DESCRIPTION

Design and implement a set of classes that define a series of three-dimensional geometric shapes. Store the attributes that are common to each in a base class. Store attributes that are unique to each shape in classes that extend the base class. Your classes should represent:

1. Spheres
2. Cones
3. Cylinders

Implement two methods for each shape. One that returns the volume of the shape and one that returns the surface area.

2   OUTPUT DESCRIPTION

Create a main driver class to instantiate 2 instances of each shape (6 total) and print the volume and surface area to the console using your methods.

3   WHAT TO TURN IN

- Your code
- A complete copy of the console output