# WORKSHEET 4.1 – Answer Sheet

# Sphere

# 1.

# Variables:

# private double myX;

# private double myY;

# private double myZ;

# private double myRadius;

# Constructors:

# Sphere(); //set all instance variables to 0

# Sphere(double x, double y, double z, double radius);

# //sets myX to x, myY to y, myZ to z, myRadius to radius

# Methods:

# public double calcCircumference();

# public double calcSurfaceArea();

# public double calcVolume();

# public void draw();

2. Answers will vary here. Anything will work as long as it gives some sort of reasonable representation of a three-dimensional sphere. Concentric circles are a common solution as well as concentric ovals (which are not shown in *Handout A1.1 DrawingTool Specifications,* but can be drawn with drawOval()).

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