Homework 3 : Classes to represent 3D shapes

In this homework, you will define 3 classes for representing Sphere, Rectangular Prism and Cylinder. In each class

- Define instance variables
- Define a constructor that sets values to instance variables
- Define methods that calculates area and volume for the each class
- Define a Main class and implement the method public static void main(String[] args) to test your classes in this class
    - Create instances for each of your shape classes
    - Print the area and volume of the each shape instance

Due date: 22.02.2016 13:30

Submission:

- You will submit your homework to **onurkilincceker@gmail.com**
- Write CENG 1004 HW3 in the subject line of your email.
- To this email, you should attach your compressed deliverable file (zip file) which contains the source files of your application.
- The name of your zip file should be in the following format: StudentID_HW3.zip and you should replace StudentID with your own ID number. Assuming 1007090002 is your ID number, then the name of your zip file should be 1007090002_HW3.zip