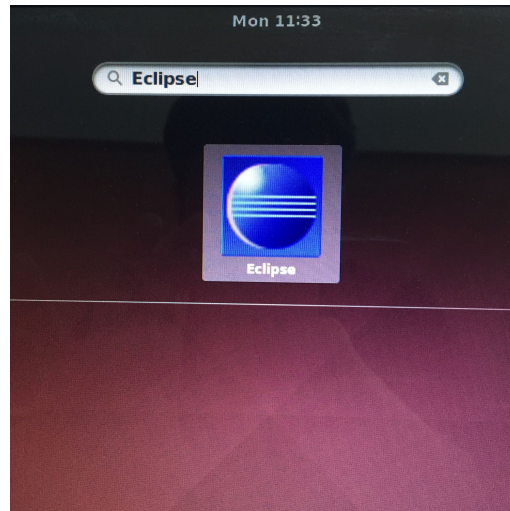


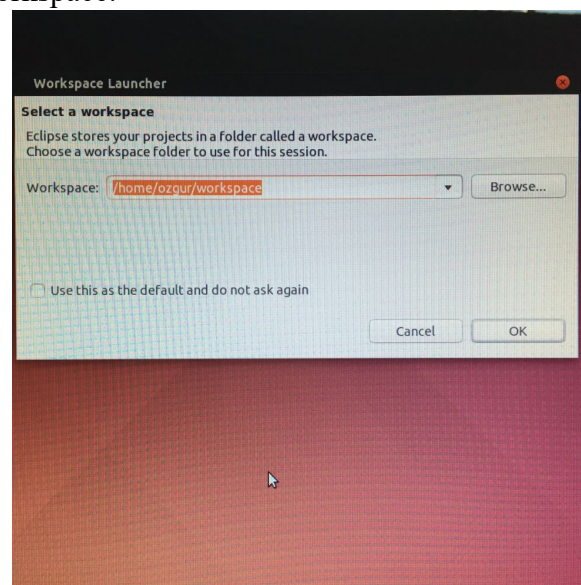
Lab 3: Objects & Classes

Exercise 1: Create your first project in Eclipse

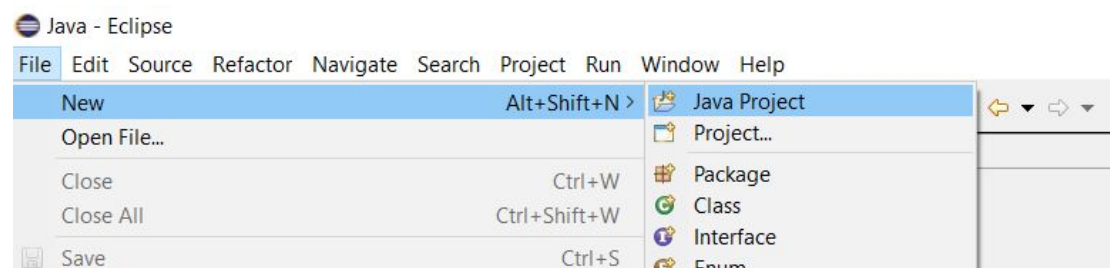
1. Start Eclipse Application



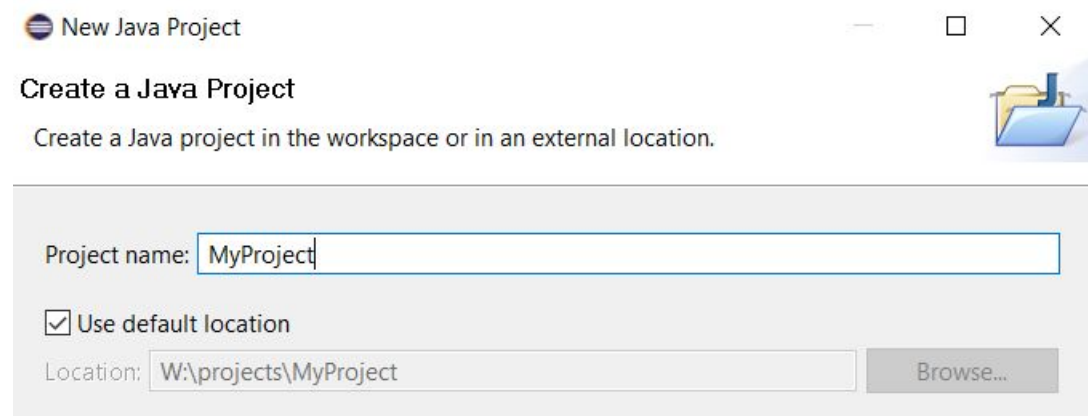
2. Select default workspace.



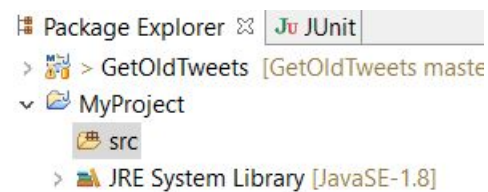
3. Create a new Java Project



4. Give a name to your project and Click Finish button.

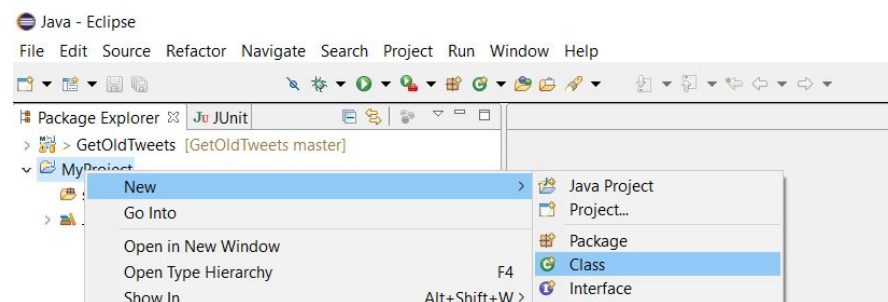


5. See your project folder under Package Explorer

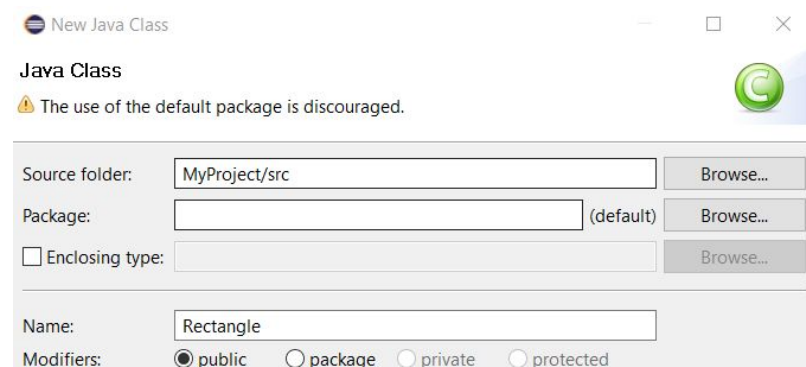


Exercise 2: Create a class in your Project

1. Create a new Class



2. Name your class as Rectangle



3. Declare instance variables for Rectangle class

```
public class Rectangle {  
  
    double width;  
    double height;  
  
}
```

4. Create a constructor which assigns given values for Rectangle class

```
public class Rectangle {  
  
    double width;  
    double height;  
  
    Rectangle(double w, double h) {  
        width = w;  
        height = h;  
    }  
  
}
```

5. Implement calculatePerimeter() and calculateArea() methods

Exercise 3: Create Circle class in your Project

1. Create the Circle class
2. Create an instance variable for radius
3. Create a constructor that sets a value for radius variable
4. Implement calculatePerimeter() and calculateArea() methods for Circle class

Exercise 4: Test your classes

1. Create a class named Main
2. Implement public static void main (String args[]) method
3. Declare a Rectangle and print its perimeter and area in the main method
4. Declare a Circle and print its perimeter and area in the main method