public class Main

{

public static void main(String[] args)

{

// prism variables

String shapeName = "rectangular prism";

int length = 9;

int width = 10;

int height = 15;

// print prism info

System.out.println("\*\*\*\*\*\*\*\*\*\*\*");

System.out.println("My " + shapeName + " has these dimensions:");

System.out.println("Length: " + length);

System.out.println("Width: " + width);

System.out.println("Height: " + height);

// calculate and print volume

int volume = length \* width \* height;

System.out.println("Volume: " + volume);

// calculate and print average side length

// NOTE! we divide by 3.0 here instead of 3 so that

// Java performs division with an int and a double, rather

// than two ints -- this allows for proper decimal results to be printed!

double averageSide = (length + width + height) / 3.0;

System.out.println("Average side length: " + averageSide);

System.out.println("\*\*\*\*\*\*\*\*\*\*\*");

// circle variables

String shapeName2 = "circle";

double radius = 4.5;

final double PI = 3.14159; //approximate

System.out.println("My " + shapeName2 + " has radius: " + radius);

// calculate and print area

double area = PI \* radius \* radius; // area must be a double because PI and radius are doubles

System.out.println("Area: " + area);

System.out.println("\*\*\*\*\*\*\*\*\*\*\*");

}

}