01

package com.mycompany.test02;

public interface Cnotainer {

double PI=3.14159;

double volume();

}

package com.mycompany.test02;

public class CylindricalContainer implements Cnotainer{

private double height;

private double radius;

publicCylindricalContainer(double height,double radius )

{

this.height=height;

this.radius=radius;

}

public double getH()

{

return height;

}

public double getR()

{

return radius;

}

public void setH(double height)

{

this.height=height;

}

public void setR(double radius)

{

this.radius=radius;

}

public double volume()

{

double a=PI\*radius\*radius;

return a\*height;

}

}

package com.mycompany.test02;

public class Test02 {

public static void main(String[] args) {

CylindricalContainer cc=new CylindricalContainer(22,14);

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

}

}

# 02

package com.mycompany.test02;

public interface PlayerController {

voidmoveup();

voidmovedown();

voidmoveleft();

voidmoveright();

}

package com.mycompany.test02;

public class LifeGame {

public void moveup()

{

System.out.println("Player move up");

}

public void movedown()

{

System.out.println("Player move down");

}

public void moveleft()

{

System.out.println("Player move left");

}

public void moveright()

{

System.out.println("Player move right");

}

}

package com.mycompany.test02;

public class Test02 {

public static void main(String[] args) {

LifeGameLg=new LifeGame();

Lg.moveup();

Lg.movedown();

Lg.moveleft();

Lg.moveright();

}

}