**44-542 Object Oriented Programming**

**Classes 03**

1. In NetBeans, create a class named **Square**. This class should NOT contain a main method. An object of type **Square** has one attribute **sideLength** of type **double**.
2. Define a constructor with one parameter for the initial value of the attribute.
3. Define a no-arg constructor that initializes the value of **sideLength** to 0.0.
4. Define getter and setter methods for the attribute **sideLength**.
5. Define a method **getArea()** that returns the area of the square. This method has no parameters and returns a value of type **double**.
6. Define a method **getPerimeter()** that returns the perimeter of the square. This method has no parameters and returns a value of type **double**.
7. Add javadoc comments for the class, each constructor, and each method.
8. To test your class, create a new class named **SquareTester** that contains a main method. In the main method call each constructor and each method at least once.