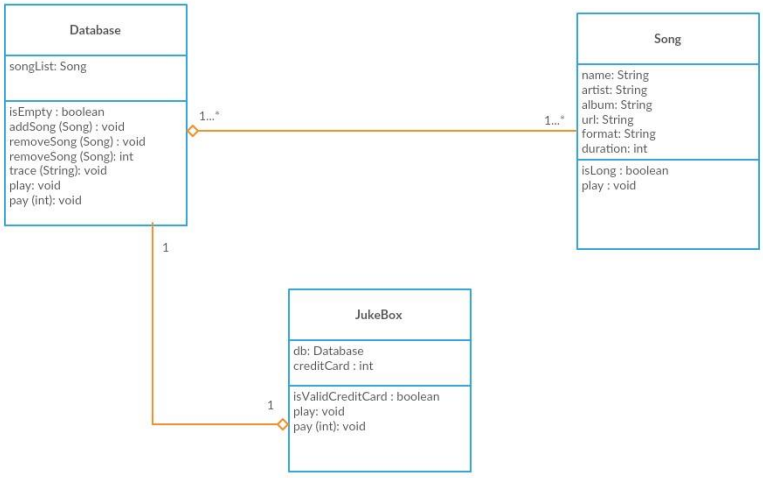
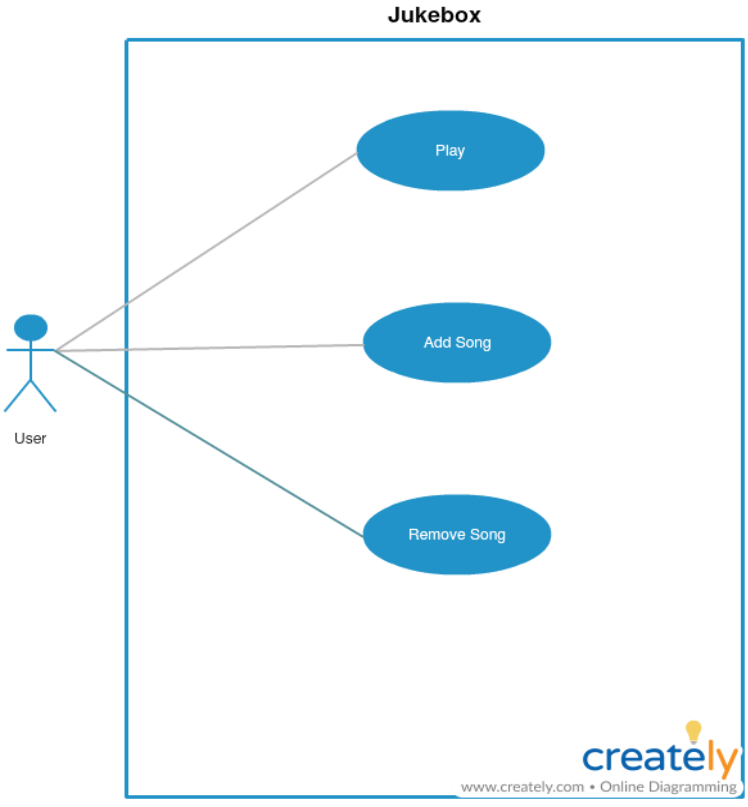
Class Diagram for Jukebox:



Use Case Diagram for Jukebox:



Coin.java

```
public class Coin {
	private double radius;
	Hole h1 = new Hole(12);
	private int side;
	public Coin(double radius, int side) {
		this.radius = radius;
		this.side = side;
	}
	public double pi() {
		return 3.1416;
	}
	public double getRadius() {
		return radius;
	}
	public void setRadius(double radius) {
		this.radius = radius;
	}
	public int getSide() {
		return side;
	}
	public void setSide(int side) {
		this.side = side;
	}
	public double area() {
		double area = (pi() *  radius * radius) - h1.area();
		return area;
	}
	public boolean isNormal() {
```

```
                if(radius > side)
                        return true;
                else
                        return false;
        }
}
```

Hole.java

```
public class Hole {
        private int side;
        public Hole(int side) {
                this.side = side;
        }
        public int getSide() {
                return side;
        }
        public void setSide(int side) {
                this.side = side;
        }
        public int squre(int side) {
                return side*side;
        }
        public int area() {
                return squre(side);
        }
        public int Circumference() {
     return 4 * side;
   }
        public boolean isLarge() {
```

```
                if(side > 10 )
                        return true;
                else
                        return false;
        }
}
```

ImplChineseCoin.java

```
public class ImplChineseCoin {
        public static void main (String args[]) {
                Coin c1 = new Coin(23.4, 12);
                c1.area();
                c1.h1.area();
                System.out.println(c1.area());
                System.out.println(c1.h1.area());
                System.out.println(c1.h1.isLarge());
                System.out.println(c1.isNormal());
        }
}
```