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Cylinder.java

```
public class Cylinder extends Shape implements Volume {
 2
        private double radius, height;
 3
        public Cylinder(double radius, double height) {
 4
 5
            super("Cylinder");
            this.radius = radius;
 6
 7
            this.height = height;
 8
        }
 9
       @Override
10
        public double calculateArea() {
11
12
            return 2 * Math.PI * radius * (radius + height);
13
14
15
       @Override
16
        public double calculatePerimeter() {
17
            return 0; // Perimeter is not applicable for Cylinder
18
19
       @Override
20
        public double calculateVolume() {
21
22
            return Math.PI * radius * radius * height;
23
        }
24
  }
25
```