

In Class Review:

Use paper and pen/pencil for this

1. Write a program that takes in two points on a graph, passes the points to a method, and then calculates the slope. Once the number is calculated, return the number and print it out. The equation for slope is: $m = (y_2 - y_1) / (x_2 - x_1)$
 - a. Now that you have finished with that, type the program into the computer and see if it runs as expected (why/why not).

2. Write a program that calculates the volume of a cylinder. Use methods to execute it more than once. Use random numbers for the radius and the height. The formula for the volume of a cylinder is: $v = \pi * r^2 * h$
 - a. Now that you have finished with that, type the program into the computer and see if it runs as expected (why/why not).