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JavaScript Assignment 5

1. Write a JavaScript program to get the volume of a Cylinder, Sphere and Cone with four decimal places using objects and classes.

Create classes for volumes for each geometric shape which returns the output using the `getVolume()` method.

eg- to get volume of cylinder-

```
let obj= new Cylinder(radius, height);  
obj.getVolume();
```

//Program to get Volume of a Cylinder, Sphere and Cone

```
function Cylinder(radius, height) {  
    this.radius = radius;  
    this.height = height;  
    this.getVolume = function () {  
        let volume = Math.PI * Math.pow(this.radius,2) * this.height;  
        return volume.toFixed(4);  
    }  
};  
  
function Sphere(radius) {  
    this.radius = radius;  
    this.getVolume = function () {  
        let volume = Math.PI * (4/3) * Math.pow(this.radius,3);  
        return volume.toFixed(4);  
    }  
};  
  
function Cone(radius, height) {  
    this.radius = radius;  
    this.height = height;  
    this.getVolume = function () {  
        let volume = (Math.PI * Math.pow(this.radius,2) * this.height)/3;  
        return volume.toFixed(4);  
    }  
};
```

//Checking

```
let cylinder = new Cylinder(5,10);  
let sphere = new Sphere(10);  
let cone = new Cone(5,10);
```

```
console.log(cylinder.getVolume())  
console.log(sphere.getVolume())  
console.log(cone.getVolume())
```