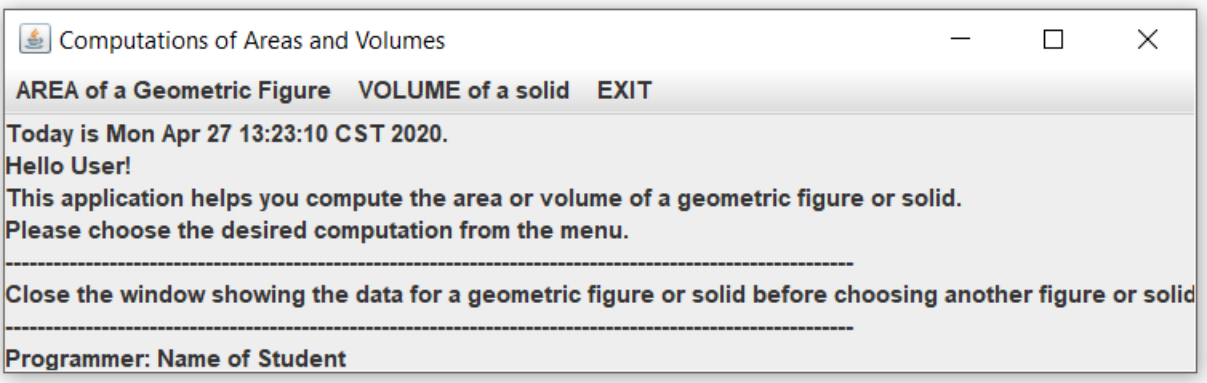
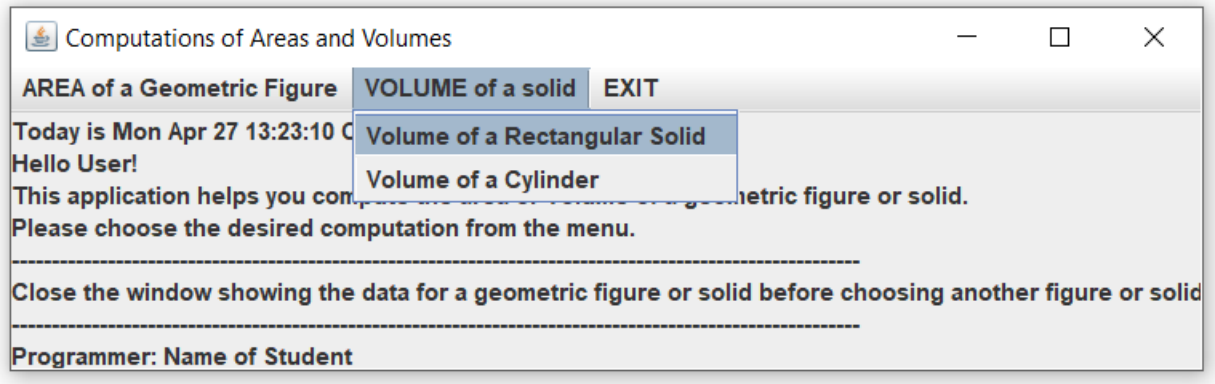
Computer Programming 2
Final Exercise 3

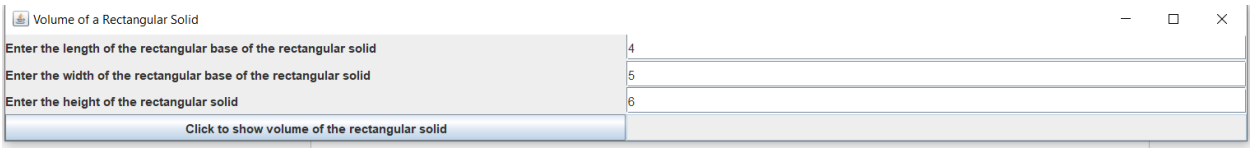
Filename: <YourName>Tester2.java

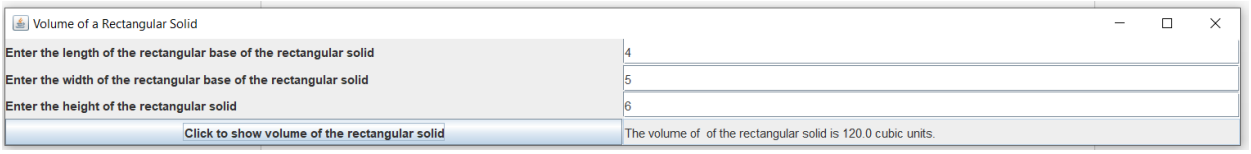
Consider the previous programs that have to do with areas of geometric figures. Create a modified version of Tester.java such that the modified program will allow the computation of volume of a rectangular solid and the volume of a cylinder after the needed dimensions are entered. Let you class be named <YourName>Tester2.java. Your program should use the reference classes that have been provided in the zipped project folder that comes with this specification file. You will then UPLOAD ONLY ONE FILE (the file named <YourName>Tester.java) because I already have copies of the needed reference classes (I will use my copies of the source codes for Shape, Circle, Rectangle, Square, Triangle Cylinder, RectangularBox when I will evaluate your program).

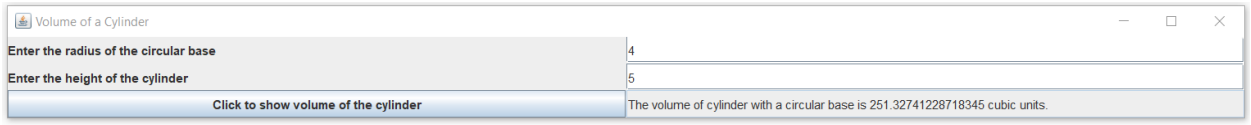
Below are some GUI's that must be rendered by your program named <YourName>Tester2.java.











Be reminded that you have to follow programming conventions, you have to provide documentations through comments (Present an algorithm where appropriate)….