

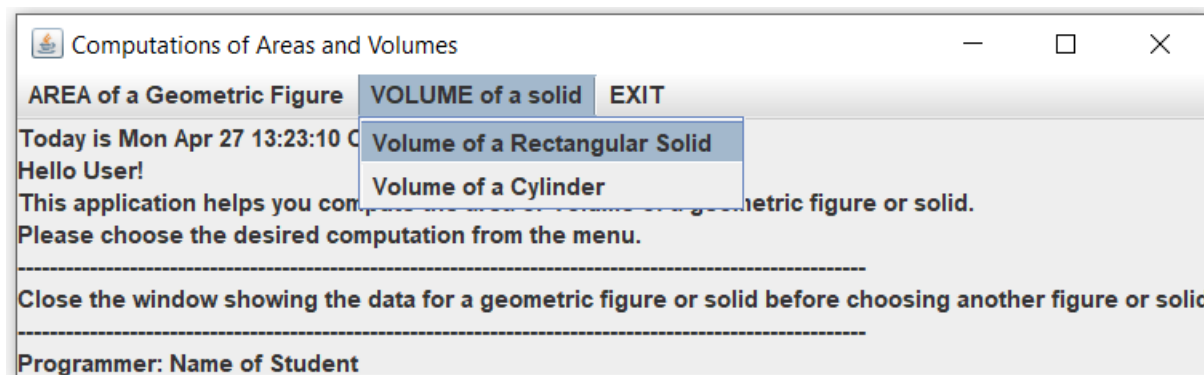
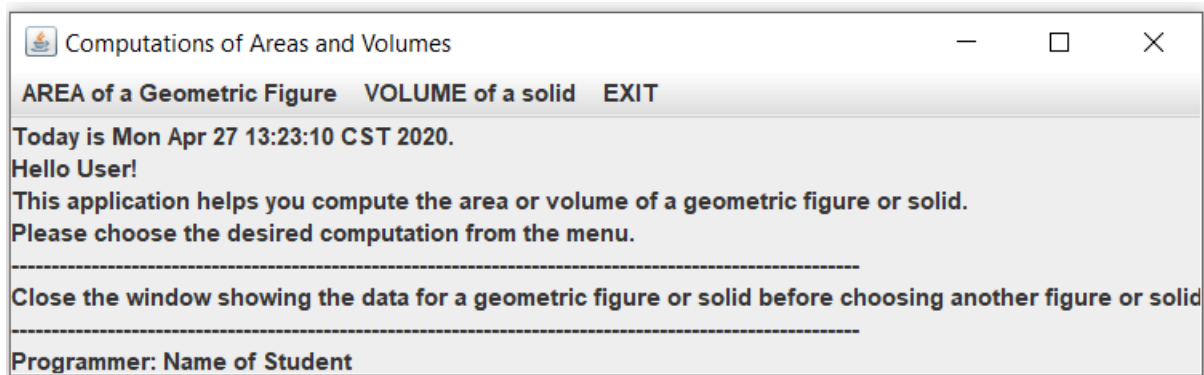
Computer Programming 2

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 your 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.



Volume of a Rectangular Solid	
Enter the length of the rectangular base of the rectangular solid	4
Enter the width of the rectangular base of the rectangular solid	5
Enter the height of the rectangular solid	6
Click to show volume of the rectangular solid	

Volume of a Rectangular Solid	
Enter the length of the rectangular base of the rectangular solid	4
Enter the width of the rectangular base of the rectangular solid	5
Enter the height of the rectangular solid	6
Click to show volume of the rectangular solid	The volume of of the rectangular solid is 120.0 cubic units.

Volume of a Cylinder	
Enter the radius of the circular base	4
Enter the height of the cylinder	5
Click to show volume of the cylinder	

Volume of a Cylinder	
Enter the radius of the circular base	4
Enter the height of the cylinder	5
Click to show volume of the cylinder	The volume of cylinder with a circular base is 251.32741228718345 cubic units.

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

