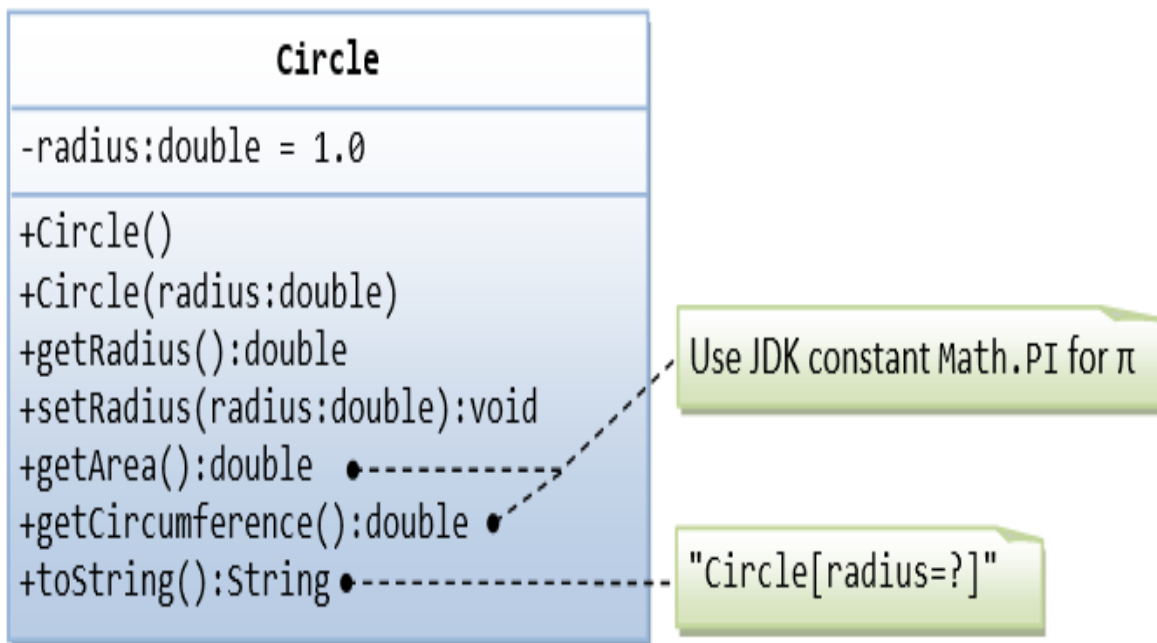


COLLEGE OF ENGINEERING AND
ARCHITECTURE

ACADEMIC YEAR 2022-2023
FALL SEMESTER

COURSE : CIS 104

Lab 2 Solution
Object / Class



A class called **circle** is designed as shown in the following class diagram. It contains:

- A private instance variable: radius (of the type double) with a default value of 1.0
- Two *overloaded* constructors - a *default* constructor with no argument, and a constructor which takes a double argument for radius.
- A public method **setRadius** for changing the radius of a Circle instance.
- Two public methods: **getRadius()** and **getArea()**, which return the radius and area of this instance, respectively.
- A public method **getCircumference** which returns the circumference
- A public method called **toString()** that returns a description of the instance (in the return type of String)
 1. Write in Java the class Circle
 2. Write in Java a Test Driver to test your Circle class.

```
public class Circle {

    private double radius;

    //default constructor

    public Circle()
    {
        radius = 1.0;
    }

    //Constructor With Parameters
    public Circle(double radius)
    {
        this.radius = radius;
    }

    //Setter
    public void setRadius(double radius) {
        this.radius = radius;
    }

    //Getter
    public double getRadius() {
        return radius;
    }
    public double getarea()
    {
        return Math.PI * radius * radius;
    }

    public double getCircumference()
    {
        return 2 * Math.PI * radius;
    }

    public void display()
    {
        System.out.println("The radius is : " + radius);
    }

    @Override
    public String toString() {
        return "Circle [radius=" + radius + "]";
    }

}
```

```
public class Test_Circle {  
  
    public static void main(String[] args) {  
  
        Circle C1 = new Circle();  
        C1.display();  
  
        C1.setRadius(55.75);  
  
        System.out.println(C1.toString());  
  
        System.out.println("The radius is: " + C1.getRadius());  
  
        System.out.println("The Area is : " + C1.getarea());  
  
        System.out.println("The Circumference is : " +  
            C1.getCircumference());  
  
        System.out.println("=====");  
  
        Circle C2 = new Circle(75.75);  
  
        System.out.println(C2.toString());  
  
        System.out.println("The Area is : " + C2.getarea());  
        System.out.println("The Circumference is : " +  
            C2.getCircumference());  
  
    }  
  
}
```