

# Lab for Utility classes

```
Welcome to the Circle Tester

Enter radius: 3
Circumference: 18.85
Area:          28.27

Continue? (y/n): y

Enter radius: 6
Circumference: 37.7
Area:          113.1

Continue? (y/n): n

Goodbye. You created 2 Circle object(s).

Press any key to continue . . .
```

```
public Circle(double radius)
public double getCircumference()
public String getFormattedCircumference()
public double getArea()
public String getFormattedArea()
public static int getObjectCount()
```

$\text{circumference} = 2 * \pi * \text{radius}$

$\text{area} = \pi * \text{radius}^2$

- For the value of pi, use the PI constant of the java.lang.Math class.

# Lab Objectives

- Reuse Validator.java
- Use of Static members
- Get to know:
  - NumberFormat class
  - Math class
  - Instantiate objects