**Assignment 4**

**Part One**

1. Create file Circle.java.
2. Create a new class called Circle.
3. Copy and paste the following initial version.

**public** **class** Circle {

 **double** *radius*;

 Circle(){}

 Circle(**double** r){

 *radius* = r;

 }

 **void** calArea() {

 **double** answer;

 answer = 3.14\**radius*\**radius*;

 System.*out*.println("Area of the circle:"+answer);

 }

}

1. Create Test.java with main method.
2. Copy and paste the following initial version.

**public** **class** Test {

 **public** **static** **void** main(String[] args) {

 Circle c = **new** Circle(4);

 c.calArea();

 Circle b = **new** Circle();

 b.calArea();

 }

}

1. Add setRadius method which uses to set a radius circle class

**Part Two**

Create a Triangle class with findArea() method. In the Triangle class adds height and base as its fields.

**Example input**

Triangle t1 = new Triangle();

Triangle t2 = new Triangle(5,10);

t1.findArea();

t2.findArea();

**Example output**

Area 0f Triangle=0.5

Area 0f Triangle=25.0