**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