**OBJECT ORIENTED PROGRAMMING**

**LAB# 03 TASKS**

**In-Depth Understanding of Access Modifiers**

1. Write a program to display the radius and color of a circle in Java. Use private Access modifiers for member variables of circle class and accessor and mutator methods to get and set the member values.
2. Create a class sphere and use getters and setters to set its radius and height. Also calculate surface area and volume of the sphere.
3. Consider a computer system whose name, type, processor specification, ram, hard disk drives, mother board, optical drive etc are its member variables and its desired values cannot be accessed directly. They are entered by the user in a get method (that takes information from the user) and the displays the inputted information via display method. The user shall be asked to change any of the provided information if he/she agrees to change the information then new values shall be asked from the user.