

## Class README.TXT

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This is the project README file. Here, you should describe your project. Tell the reader (someone who does not know anything about this project) all he/she needs to know. The comments should usually include at least:  
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PROJECT TITLE:Cuboid

PURPOSE OF PROJECT:

VERSION or DATE:19/11/2003

HOW TO START THIS PROJECT:

AUTHORS:Wizard

USER INSTRUCTIONS:



## Class Point

1/2

```
public class Point
{
    private int xCoord;
    private int yCoord;
    private int zCoord;

    public Point()
    {
        xCoord=0;
        yCoord=0;
        zCoord=0;
    }

    public Point(int x,int y,int z)
    {
        xCoord=x;
        yCoord=y;
        zCoord=z;
    }

    void setX(int newX)
    {
        xCoord=newX;
    }

    void setY(int newY)
    {
        yCoord=newY;
    }

    void setZ(int newZ)
    {
        zCoord=newZ;
    }

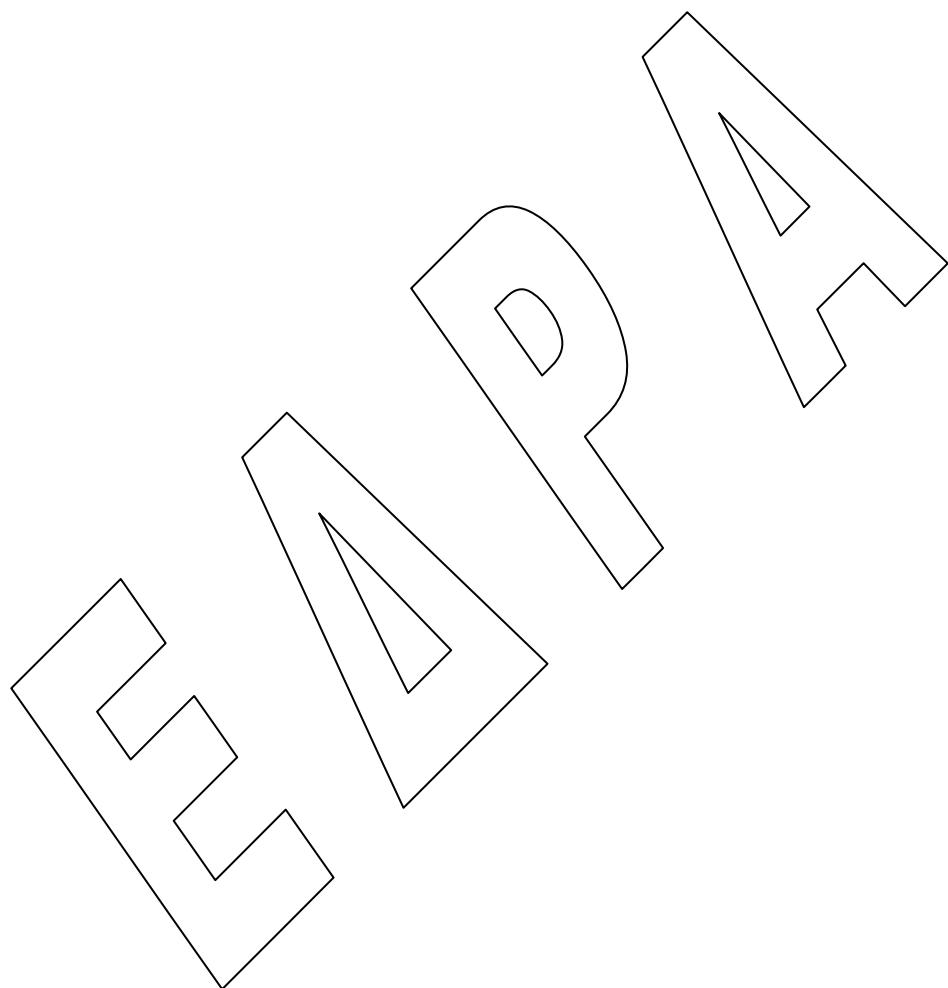
    int getX()
    {
        return xCoord;
    }

    int getY()
    {
        return yCoord;
    }

    int getZ()
    {
        return zCoord;
    }

    public String getPosition()
    {
        return "(x,y,z) = (" + xCoord + "," + yCoord + "," + zCoord + ")";
    }
}
```

```
;  
}  
}
```



## Class Cuboid

1/2

```
public class Cuboid
{
    private int length;
    private int width;
    private int height;
    private Point corner;
    private static int count=0;

    public Cuboid(int l, int w, int h, Point p)
    {
        length=l;
        width=w;
        height=h;
        count=count+1;
        corner= new Point(p.getX(), p.getY(), p.getZ());
    }

    public Cuboid(int l,int w,int h,int x,int y,int z)
    {
        length=l;
        width=w;
        height=h;
        Point p;
        count++;
        corner= new Point (x,y,z);
    }
    public Cuboid()
    {
        this(1,1,1,0,0,0);
    }

    void setLength(int len)
    {
        length=len;
    }

    void setWidth(int wid)
    {
        width=wid;
    }

    void setHeight(int h)
    {
        height=h;
    }

    int getLength()
    {
        return length;
    }

    int getWidth()
    {
```

## Class Cuboid (continued)

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```
        return width;
    }

    int getHeight()
    {
        return height;
    }

    int getVolume()
    {
        return length*height*width;
    }

    int getSurfaceArea()
    {
        return 2*length*width+2*height*length+2*height*width;
    }

    void printDetails()
    {
        System.out.println("X COORDINATE = " + corner.getX());
        System.out.println("Y COORDINATE = " + corner.getY());
        System.out.println("Z COORDINATE = " + corner.getZ());
        System.out.println("Height = " + height);
        System.out.println("Length = " + length);
        System.out.println("Width = " + width);

        //enallaktika: System.out.println(corner.getPosition + " Height
= " + height + " Length = " + length + " Width = " + width);
    }

    public static int noOfCuboids()
    {
        return count;
    }

    void getSurfaceArea2()
    {
        int top=width*length;
        int front=height*width;
        int side=height*length;
        System.out.println("Top surface = " + top);
        System.out.println("Front Surface = " + front);
        System.out.println("Side Surface = " + side);
    }
}
```