## In Class Review:

Use paper and pen/pencil for this

- 1. Write a program that takes in two points on a graph, passes the points to a method, and then calculates the slope. Once the number is calculated, return the number and print it out. The equation for slope is:  $m = (y^2 y^1)/(x^2 x^1)$ 
  - a. Now that you have finished with that, type the program into the computer and see if it runs as expected (why/why not).
- 2. Write a program that calculates the volume of a cylinder. Use methods to execute it more than once. Use random numbers for the radius and the height. The formula for the volume of a cylinder is:  $v = \pi *r^2 * h$ 
  - a. Now that you have finished with that, type the program into the computer and see if it runs as expected (why/why not).