## Main

+main(String[]): void



## Circle2D

-x: double

-y: double

-radius: double

+Circle2D()

+Circle2D(double, double, double)

+Get\_x():double

+Get\_y():double

+Get\_radius():double

+getArea():double

+getPerimeter():double

+contains(double, double):boolean

+contains(Circle2D):boolean

+overlaps(Circle2D):boolean