**Constant Member :**

#include <iostream>

using namespace std;

class Circle

{

private:

const double pi = 3.1415;

double radius;

public:

Circle(double radius)

{

this->radius = radius;

}

double calculateArea()

{

return pi \* radius \* radius;

}

};

int main()

{

double r;

cout << "Enter radius of circle: ";

cin >> r;

Circle circle1(r);

double area = circle1.calculateArea();

cout << "Circle Area: " << area << endl;

return 0;

}

✔ output

