# **Encapsulation**

#include <iostream>

Using namespace std;

Class Circle {

Private:

Float area;

Float radius;

Public:

Void Radius()

{

Cout << “Enter radius\n”;

Cin >> radius;

}

Void Area()

{

Area = 3.14 \* radius \* radius;

Cout << “Area of circle=” << area;

}

};

Int main()

{

Circle cir;

Cir.Radius();

Cir.Area();

}