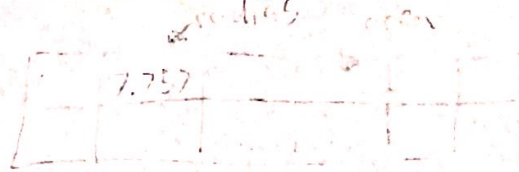


In Class Activity 2: Area of a Circle

**Objective**

This activity is to teach you the use of variables, initialization, constants, and statements.

Activity: circleArea

Complete the following program such that it calculates the area of a circle whose radius is 7.757.

```
#include <iostream>
using namespace std;

//*****

int main()
{
    ... float area, ..... //variable definition,
    ..... radius = 7.757; ..... //initialization
    ..... float PI = 7.314; ..... // and constant go here

    ... area = PI * radius * radius; .. // statement to calculate area

    cout << "Area is: " << area;

    return 0;
}

//*****
```