## Intersection of Circles

Create class Circle with properties Center and Radius. The center is a point with coordinates X and Y (make a class Point). Write a method bool Intersect(Circle c1, Circle c2) that tells whether the two given circles **intersect or not**. Write a program that tells if two circles intersect.

The input lines will be in format: **{X} {Y} {Radius}**. Print as output “Yes” or “No”.

### Examples

|  |  |  |
| --- | --- | --- |
| **Input** | **Output** | **Visualization** |
| 4 4 2  8 8 1 | No |  |
| 3 3 2  4 3 6 | Yes |  |
| 1 1 4  4 2 5 | Yes |  |