CIRCLE OBJECTS

Objectives: Objects, Methods, Member Variables

Task: Calculate a circle's diameter, circumference and area.

What will the application do?

- The application prompts the user to enter a radius; the user may enter a number with decimals (double).
- The application displays an error if the user enters invalid data and asks the user again
- When the user enters valid data, the application creates an instance of a Circle and then uses its methods to display the Diameter, Circumference and Area.
- The application asks the user if the circle should grow.
 - o If the user says yes, call the grow method and then loop back to the method calls for the formulas.
 - The grow method will adjust radius to double its value.
 - $\circ\quad$ If the user says no, the application displays a "goodbye" message that also displays the radius of the circle.

Build Specifications:

- 1. Create a class named Circle to store the data about this circle. This class should contain these constructors and methods:
 - a. Properties
 - i. private double radius
 - b. Constructor
 - public Circle(double radius)
 - c. Methods

 - i. public double CalculateDiameter()ii. public double CalculateCircumference()
 - iii. public double CalculateArea()
 - iv. public void Grow()
 - v. public double GetRadius()
- 2. For the value of pi, use the PI constant of the System. Math class.
- 3. Get the user input, create a Circle object, and display the diameter, circumference and

Hints:

• Don't mess up the formulas for diameter, circumference or area of a circle!

Extra Challenges:

• Create a class named Validator and use its static methods to validate the data in this application.

Console Preview:

Welcome to the Circle Tester

Enter radius: 3 Diameter: 6

Circumference: 18.849...

Area: 28.2743...

Should the circle grow? (y/n): y The circle is magically growing.

Diameter: 12

Circumference: 37.699...

Area: 113.097...

Should the circle grow? (y/n): n

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