COM2044 LAB 2 Q2

Create a class called **Circle** that includes a **radius** value. Additionally, include the following methods:

1. **Constructor**: Create the circle object using the radius. The radius cannot be a negative value, so if a negative value is entered, set the radius to **0.0**.
2. **Getter and Setter**: Add a getter to get the radius and a setter to set the radius.
3. **calculateArea**: Create a method that calculates the area of the circle. The area is equal to **π * radius²**, where π (pi) is approximately **3.14159**.
4. **calculateCircumference**: Create a method that calculates the circumference of the circle. The circumference is equal to **2 * π * radius**.
5. Write a test application named **CircleApplication**. This application should:
    - Create two **Circle** objects.
    - Calculate the area and circumference of each circle.
    - Set the radius of the first circle to **5** and the radius of the second circle to **10**.
    - Print the calculated area and circumference.
    -
    ```
    Circle 1 (radius = 5):
    Area: 75.0
    Circumference: 30.0

    Circle 2 (radius = 10):
    Area: 300.0
    Circumference: 60.0
    ```
    -