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#include <iostream>
#include <iomanip>

using namespace std;

class Circle
{
private:
    double pi, area, circum;
    double radius = 1;
public:
    Circle():pi(3.14){}

    void inc_radius()
    {
        radius++;
    }

    double get_area()
    {
        area = radius*radius*pi;
        return area;
    }
    double get_circum()
    {
        circum = radius*2*pi;
        return circum;
    }
};

int main ()
{
    Circle clarea,c2area;
    Circle clcircum,c2circum;

    cout <<"\nclarea= " << clarea.get_area();
    cout <<"\nc2area= " << c2area.get_area();
    cout <<"\nclcircum= " << clcircum.get_circum();
    cout <<"\nc2circum= " << c2circum.get_circum();

    clarea.inc_radius();
    c2area.inc_radius();
    clcircum.inc_radius();
    c2circum.inc_radius();

    cout <<"\nclarea= " << clarea.get_area();
    cout <<"\nc2area= " << c2area.get_area();
    cout <<"\nclcircum= " << clcircum.get_circum();
    cout <<"\nc2circum= " << c2circum.get_circum();

    clarea.inc_radius();
    c2area.inc_radius();
    c2area.inc_radius();
    clcircum.inc_radius();
    c2circum.inc_radius();
    c2circum.inc_radius();

    cout <<"\nclarea= " << clarea.get_area();
    cout <<"\nc2area= " << c2area.get_area();
    cout <<"\nclcircum= " << clcircum.get_circum();
    cout <<"\nc2circum= " << c2circum.get_circum();

    cout << endl;
    return 0;
}
```

