```
#include <iostream>
#include <iomanip>

using namespace std;

class Circle
{
private:
    double pi, area, circum;
    double radius = 1;
public:
    //Constructor that set pi to 3.14
    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;
    }
//same example as before
    ~Circle()
    {
        cout << "Destructor" << endl;
    }
};

int main ()
{
        //Objects to get area and circumference
        Circle c1area,c2area;
        Circle c1circum,c2circum;

        cout <<"\nc1area= " << c1area.get_area();
        cout <<"\nc2area= " << c2area.get_area();
        cout <<"\nc1circum= " << c1circum.get_circum();
        cout <<"\nc2circum= " << c2circum.get_circum();

        c1area.inc_radius();
            c2area.inc_radius();
            c1circum.inc_radius();
            c2circum.inc_radius();

            cout <<"\nc1area= " << c1area.get_area();
            cout <<"\nc2area= " << c2area.get_area();
            cout <<"\nc1circum= " << c1circum.get_circum();
            cout <<"\nc2circum= " << c2circum.get_circum();
            //increase c2 again before call
            c1area.inc_radius();
            c2area.inc_radius();
            c2area.inc_radius();
            c1circum.inc_radius();
            c2circum.inc_radius();
            c2circum.inc_radius();

            cout <<"\nc1area= " << c1area.get_area();
            cout <<"\nc2area= " << c2area.get_area();
```

```
            cout <<"\nc1circum= " << c1circum.get_circum();
            cout <<"\nc2circum= " << c2circum.get_circum();

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