SimpleCircle 🡪 class name

Radius : double 🡪 data fields

SimpleCircle() 🡪 constructors methods

SimpleCircle(newRadius : double)

getArea() : double

getPerimeter : double

setRadius(newRadius: double): void

Circle1 : SimpleCircle Circle2 : SimpleCircle Circle3 : SimpleCircle

Radius = 1 Radius = 20 Radius = 120