Default Constructor: Circle()

Input: new Circle()

Expected Output: Circle object with x=0, y=0, and radius=10

Second Constructor: Circle(double x, double y, double radius)

Input: new Circle(5, 5, 15)

Expected Output: Circle object with x=5, y=5, and radius=15

Second Constructor with radius exceeds maximum: Circle(double x, double y, double radius)

Input: new Circle(5, 5, 1000)

Expected Output: Circle object with x=5, y=5, and radius=100(Maximum radius set in the Circle class)

Get Circumference: double circumference()

Input: new Circle(5, 5, 15).circumference()

Expected Output: 2 * PI * radius = 2 * PI * 15 ~= 94.2477796077

Get Area: double area()

Input: new Circle(5, 5, 15).area()

Expected Output: PI * radius^2 = PI * 15^2 ~= 706.8583470577

Set radius less than the maximum(100): void setRadius(double r)

Input: new Circle(5, 5, 15).setRadius(10)

Expected Output: radius of the Circle object has to be change to 10 from 15

Set radius exceeds the maximum(100): void setRadius(double r)

Input: new Circle(5, 5, 15).setRadius(1000)

Expected Output: radius of the Circle object has to be change to 100 which is the maximum radius set in the Circle class

If the coordinates is inside of the circle: boolean isInside(double x, double y)

Input: new Circle(5, 5, 15).isInside(0, 0)

Expected Output: True

If the coordinates is outside of the circle: boolean isInside(double x, double y)

Input: new Circle(5, 5, 15).isInside(30, 0)

Expected Output: False

Move coordinates: void move(double x, double y)

Input: new Circle(5, 5, 15).isInside(5, 5)

Expected Output: coordinates of the circle has to be change to (10, 10) from (5, 5)

Print Attributes: void printAttributes()

Input: new Circle(5, 5, 15).printAttributes()

Expected Output: Prints attributes of the Circle object

e.g.) Coordinates(X, Y): 5, 5
Radius: 15
Circumference: 94.2477796077
Area: 706.8583470577