#include <iostream>

**using** **namespace** std**;**

**class** Circle **{**

**public:**

*// The radius of this circle*

**double** radius**;**

*// Construct a circle object*

Circle**()** **{**

radius **=** 1**;**

**}**

*// Construct a circle object*

Circle**(double** newRadius**)** **{**

radius **=** newRadius**;**

**}**

*// Return the area of this circle*

**double** getArea**()** **{**

**return** radius **\*** radius **\*** 3.14159**;**

**}**

**};**

**int** main**()** **{**

Circle circle1**,** circle2**;**

circle1 **=** Circle**();**

circle2 **=** Circle**(**5**);**

cout **<<** **"Area is "** **<<** Circle**().**getArea**()** **<<** endl**;**

cout **<<** **"Area is "** **<<** Circle**(**5**).**getArea**()** **<<** endl**;**

**}**