```
/*
* To change this license header, choose License Headers
  in Project Properties.
* To change this template file, choose Tools | Templates
  * and open the template in the editor.
 */
/**
* @author Feldejesus
public class Cls TDA Circlo {
   private double radio;
private double nUMpi = 3.1416;
    public Cls TDA Circlo(double radio) {
this.radio = radio;
                     }
    public double getRadio() {
return radio;
              }
    public void setRadio(double radio) {
this.radio = radio;
    }
    public double Calcular Area() {
      double Area = nUMpi * Math.pow(this.radio,2);
return Area;
    }
     public double Calcular Perimetro(){
double Perimetro = (2*nUMpi) *this.radio;
return Perimetro;
    }
}
```