**Lab 5:**

• Write a class circle that knows 2 points and has radius as a member data with its constructors as you like.

• Write setters for circle’s points.

• Write a member function of class circle to get its radius (use Pythagorean Theorem).

• Try to deal with your circle class in the main.

• Write a person class that has id and name with setters and getters.

• Write Employee class that inherits person an