Lab 02 - Circle Class

Write the code and upload it to your GitHub account in a directory named "Lab02".

For this lab, your objective is to create the header file "Circle.h". Define the class **Circle** that has components

☐ Private double field named *radius*.

☐ Public static constant double field named *PI* which is initialized to 3.141592.

☐ Public default constructor. It assigns 1 to *radius*.

☐ Public overloaded constructor that takes a double parameter. If the parameter is positive, it assigns the parameter to *radius*; otherwise, it assigns 1 to *radius*.

☐ Public copy constructor.

☐ Public assignment operator.

☐ Public empty destructor.

☐ Public get method for *radius*.

☐ Public constant get method for *radius*.

☐ Public set method for *radius*.

☐ Public double constant method named `Diameter()` that takes no parameters. It returns the diameter of the circle.

☐ Public double constant method named `Circumference()` that takes no parameters. It returns the circumference of the circle.

☐ Public double constant method named `Area()` that takes no parameters. It returns the area of the circle.

☐ Public constant string method named `ToString()` that takes no parameters. It returns *radius* with one decimal point as a string.

☐ Overloaded ostream operator. It returns the same as `ToString()`.