**Class Circle**

class Circle {

constructor(radius,colour) {

this.\_radius = radius;

this.\_colour = colour;

}

get radius(){

return this.\_radius;

}

get colour(){

return this.\_colour;

}

get area(){

return this.Area();

}

Area(){

return (Math.floor(3.14\*(this.\_radius\*this.\_radius)));

}

get circum(){

return this.Circum();

}

Circum(){

return (Math.floor(6.28\*(this.\_radius)));

}

}

let myCircle = new Circle( 14, "red")

console.log(myCircle.Circum())

console.log(myCircle.Area())

console.log(myCircle.colour)