



Professional Programming with C#

- Create a class **Circle**
 - Add two property *Radius* (double) and *Color* (string), where User can not able to set the color
 - Add two *overloaded* constructors - a *default* constructor with no argument, and a constructor which takes an argument for Radius.
 - default color = "Red" and Radius=1.5;
 - Add private methods: **CalculateArea()**, which return $3.14 * R * R$;
 - Add method **CircleDetails()**, which show the Radius, Color, Area message
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- Create an object and from console input set Radius value
 - Then show CircleDetails of the object