

## Laboratory Exercise #4

### Classes and Objects

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#### Instructions:

Design a class called Circle that has the following attributes and behaviors:

- Attributes are radius (float type), color (string), and total\_count (int)
- Behaviors are get\_radius(), get\_diameter(), calculate\_area(), calculate\_circumference(), get\_color(), set\_color(), update\_total\_count(), and get\_circle\_total\_count()
- The total\_count tracks the total number of circle objects that created from the Circle class. (hint: implement this within the \_\_init\_\_() method)