```java
/**
 * A Circle is a Shape that maintains information about its radius. A
 * Circle knows how to return its radius, set its radius, calculate and
 * return its area, and calculate and return its circumference.
 *
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 **/
public class Circle extends Shape
{
    private double myRadius;

    /**
     * Constructs a circle with initial radius specified by x.
     * @param x    initial radius
     **/
    public Circle(double x)
    {
        myRadius = x;
    }

    /**
     * Returns the circle's radius
     * @return    radius
     **/
    public double getRadius()
    {
        return myRadius;
    }

    /**
     * Sets the radius to the input number.
     * @param x  assigns x to myRadius
     **/
    public void setRadius(double x)
    {
        myRadius = x;
    }

    /**
     * Calculates and returns the circle's area.
     * @return    area
     **/
    public double findArea()
    {
        return myRadius*myRadius*Math.PI;
```

```
50          }
51
52      /**
53       * Calculates and returns the circle's circumference.
54       * @return   circumference
55       **/
56      public double findCircumference()
57      {
58          return 2*Math.PI*myRadius;
59      }
60  }
```