

```
using System;
using SplashKitSDK;

namespace ShapeCalculator
{
    public class Circle : Shape
    {
        public double Radius { get; set; }

        public override double CalculateArea()
        {
            return Math.PI * Radius * Radius;
        }

        public override double CalculatePerimeter()
        {
            return 2 * Math.PI * Radius;
        }

        public override void Draw()
        {
            double enlargedRadius =
                UnitConverter.InchesToCentimeters(Radius) * 4;
            double centerX = SplashKit.ScreenWidth() / 2;
            double centerY = SplashKit.ScreenHeight() / 2;
            SplashKit.FillCircle(Color, centerX, centerY, enlargedRadius);
        }
    }
}
```