**Circles flow of control**

**Option 1: Ingresar datos del circulo**

* circleObject.**capturarCirculo()**
  + **capturarPunto()**
    - cin >> x >> y
    - **fijarX()**
    - **fijarY()**
  + cin >> radio;
  + **fijarRadio()**
  + add all that data to linked list

**Option 2: Calcular area de un circulo**

**https://www.universoformulas.com/matematicas/geometria/area-circulo/**

* circleObject.**obtenerArea()**
  + print a list of circles to choose from.
  + **choose**
  + return double Area = pow(obtenerRadio(), 2) \* pi;

**print the area**

**Option 3: Calcular circunferencia de un circulo**

**http://www.aaamatematicas.com/geo612x4.htm**

* circleObject.**obtenerCircunsferencia()**

**Option 4: Calcular diámetro de un circulo**

**https://www.universoformulas.com/matematicas/geometria/perimetro-circulo/**

* circleObject. **obtenerDiametro()**

**Option 5: Escribir todos los círculos**

* circleObject.( //some function to loop void circulo::imprimirCirculo()

//maybe use a for loop? to print out the whole linked list)

**Option 6: Escribir los puntos de todos los círculos**

* circleObject.( // same as case 5 but using void punto::imprimir() m a y b e)

**Use all the sets and gets from both classes everywhere possible**