

Coding Challenge #3: Modeling a Circle

In this exercise, you will create a Circle object and implement some of its methods which are given below. Try to solve it on your own and if you get stuck anywhere, you can always refer to the solution.

We'll cover the following



- Problem Statement
- Coding Exercise

Problem Statement

Create a Circle object with following properties:

- radius
- `circumference()` - returns circumference of circle
- `area()` - returns area of circle

Coding Exercise

```
1 var circle;
```

