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// Program No.6
/* Aim : Write a Program in C++ To calculate Area and Circumference of
Circle using Class*/

#include<iostream.h>
#include<conio.h>
class Circle
{
private:
float x,y,r,A,C;
public:
Circle()
{ cout<<"Enter X co-ordinate:-";endl;
cin>>x;
cout<<"Enter Y co-ordinate:-";endl;
cin>>y;
cout<<"Enter radius:-";endl;
cin>>r;
A=0.0;
C=0.0;
}
void Area()
{ A=3.14*r*r;
}
void Circumference()
{ C=3.14*2*r;
}
void display();
};
void Circle::display()
{ clrscr();
cout<<"The co-ordinates of the circle are:-"<<endl;
cout<<"X="<<x<<endl;
cout<<"Y="<<y<<endl;
cout<<"Radius="<<r<<endl;
cout<<"Area="<<A<<endl;
cout<<"Circumference="<<C<<endl;
}
void main()
{ clrscr();
class Circle o1;
o1.Area();
o1.Circumference();
o1.display();
getch();
}
//output

```