Circle Class

Chapter 3

***************READ THESE INSTRUCTIONS***************

Write a Circle class that has the following fields:
radius: a double and PI: a final double initialized with 3.14159

The class should have the following methods:

- Constructor. Accepts the radius of the circle as an argument.
- setRadius A mutator method for the radius field.
- getRadius A accessor method for the radius field.
- getArea Returns the area of the circle, calculated as:
  area = PI * radius * radius
- getDiameter Returns the diameter of the circle, calculated as:
  diameter = radius * 2
- getCircumference Returns the circumference of the circle, calculated as:
  circumference = 2 * PI * radius

Write a program that demonstrates the Circle class by asking the user for the circle's radius, creating a Circle object, and then reporting the circle's area, diameter, and circumference.