

Circles

Difficulty:	Hard
Requirements:	Structs
Aims:	Working with structs

A *point* in 2D consists of two coordinates: x and y (both *float*).

A *circle* consists of a centre (*point*), a radius, a circumference and an area (all *float*).

- Write a program that reads two coordinates and a radius from the command line and stores them in the *struct circle* described above.
Then the circumference and area are calculated and stored as well.
Afterwards the updated *struct circle* is printed.
- **Experts:** Write a function that takes two *circles* as arguments and returns a *circle* that is goes through their *centres*.