AIM: Implement class circle in c++.Each oibject of this class is represent a circle storing its radius.Include a default constructor.Access Area & Circumference function.The program must print the area and circumference in the output.

CODING:

```cpp
#include<iostream.h>

#include<conio.h>

class circle

{

private:

int radius;

float area,circum;

public:

void getRadius()

{

cout<<"Enter Radius\t";

cin>>radius;

}

void calculate()

{

area=(float)3.14*radius*radius;

circum=2*3.14*radius;

}

void print()
```

```cpp
{

cout<<"-----------------------------\n";

cout<<"Radius of circle  :"<<radius<<"\n";

cout<<"Area of circle  :"<<area<<"\n";

cout<<"Circumference of circle:"<<circum<<"\n";

cout<<"---------------------\n";

}

};

void main()

{

clrscr();

circle C;

C.getRadius();

C.calculate();

C.print();

getch();

}
```

OUTPUT :

```
Enter Radius    5
---------------------------------
Radius of circle  :5
Area of circle   :78.5
Circumference of circle:31.4
-----------------------
```