

```
namespace Laboratorio12;

public class Circulo
{
    private double radio;

    public Circulo(double rad){
        this.radio = rad;
    }
    private double ObtenerPerimetro(){
        return (2*this.radio)*Math.PI;
    }
    private double ObtenerArea(){
        return (this.radio*this.radio)*Math.PI;
    }
    private double Obtenervolumen(){
        return ((4*Math.PI)*(this.radio*this.radio*this.radio))/3;
    }
    public void CalcularGeometria(ref double unPerimetro,ref double unArea, ref
double unVolumen ){
        unPerimetro = ObtenerPerimetro();
        unArea = ObtenerArea();
        unVolumen = Obtenervolumen();
    }
    public double MostrarArea(){
        return ObtenerArea();
    }

    public double MostrarPerimetro(){
        return ObtenerPerimetro();
    }
    public double MostrarVolumen(){
        return Obtenervolumen();
    }
}
```

Clase Program

```
using Laboratorio12;

class Program{
static void Main(string[] args){
double resp, perimetro=0, area=0, volumen=0;
Console.WriteLine("Cuál es el radio del circulo?");
double.TryParse(Console.ReadLine(), out resp);
Circulo objcirculo= new Circulo(resp);

objcirculo.CalcularGeometria(ref perimetro, ref area, ref volumen);
Console.WriteLine($"Perimetro: {objcirculo.MostrarPerimetro()} \n Area:
{objcirculo.MostrarArea()} \n Volumen: {objcirculo.MostrarVolumen()}");

}
}
```