

```
1: #include<iostream>
2: #include<cmath>
3: using namespace std;
4:
5: class Circle
6: {
7:     private:
8:         double radius;
9:     public:
10:        void circleInfo(double rad)
11:        {
12:            radius = rad;
13:        }
14:
15:        void area()
16:        {
17:            double a = 3.14159 * (pow(radius, 2));
18:            cout << "Area is: " << a << endl;
19:        }
20:
21:        void circumference()
22:        {
23:            double c = 2 * 3.1415 * radius;
24:            cout << "Circumference is: " << c << endl;
25:        }
26: };
27:
28: int main()
29: {
30:     Circle circle1;
31:     double rad;
32:     cout << "Enter radius: \n";
33:     cin >> rad;
34:     circle1.circleInfo(rad);
35:
36:     circle1.area();
37:     circle1.circumference();
38:
39:     return 0;
40: }
```