Code:

Driver Class:

```
import practical10.Circle;
import java.util.Scanner;

class Practical10{
  public static void main(String[] args){
    Scanner sc = new Scanner(System.in);
    float radius;
    System.out.print("Enter Radius of Circle : " );
    radius = sc.nextFloat();
    Circle circle = new Circle(radius);
    System.out.println("Radius : " + circle.getRadius());
    System.out.println("Area : " + circle.getArea());
    System.out.println("Perimeter : " + circle.getPerimeter());
  }
}
```

Class in subdirectory:

```
package practical10;
import static java.lang.Math.PI;
public class Circle{
 public float radius;
    public float _area;
    public float _perimeter;
    public Circle(float radius){
        this.radius = radius;
        area();
    perimeter();
    public void area(){
        _area = (float) PI * radius * radius;
    public void perimeter(){
       _perimeter = 2 * (float) PI * radius;
    public float getRadius(){
        return radius;
```

```
public float getArea(){
    return _area;
}

public float getPerimeter(){
    return _perimeter;
}
```

Output:

```
C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10>cd practical10

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10\practical10>javac Circle.java

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10\practical10>cd ..

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10>javac Practical10.java

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10>java Practical10

Enter Radius of Circle : 15

Radius : 15.0

Area : 706.85834

Perimeter : 94.24778

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10>__

C:\Users\dhond\Desktop\New folder\practicals-XD\Practical 10>__
```