UML Diagram

Class circle{

function Circle(\_radius) {

this.radius = \_radius;

}

Circle.prototype.area = function() {

return Math.pow(this.radius, 2) \* Math.PI;

}

let c1 = new Circle(10);

console.log(c1.area());

let c2 = new Circle(20);

console.log(c2.area());