# Lab: Creating Exceptions

## Instructions

1. Using C# IDE, create a class called **Circle** with an attribute **Radius** of type double.

Ensure the Circle class has the following methods:

* SetRadius method: checks whether the radius is greater than zero. If the radius is greater than zero, it sets it. If the radius is equal to or less than zero, the method throws the exception I**nvalidRadiusException**
* ToString method: displays all circle object information (radius)

1. Create a class called **InvalidRadiusException** class that has the following constructors:

* A **no argument** constructor prints a message when the radius is greater than zero. (why would we have an exception for radius > 0?)
* A second constructor accepts the value of the radius and prints it along with a message that it is not valid. (What do you mean by “accept the value”? That it takes the value and mentions it in the print statement?)

1. Create a **Main** class and create the following objects to test your code:

* One object with positive radius
* One object with negative radius
* One object with radius of zero