Classes03 Key

**class** Circle{

**var** radius:Double

**init**(radius:Double) {

**self**.radius = radius

}

**func** getArea()->Double{

**return** M\_PI \* **self**.radius \* **self**.radius

}

**func** getPerimeter()->Double{

**return** 2 \* **self**.radius \* M\_PI

}

}

**var** circle = Circle(radius: 2)

circle.getArea()

circle.getPerimeter()

output :

for circle.getArea() --> 12.56637061435917

for circle.getPerimeter() --> 12.56637061435917