**Classes03**

1. Write a class named **Circle,** this class contains a variable **radius** of type Double.
2. Define an initializer which accepts parameter radius and initializes to variable **radius**.
3. Write a method **getArea()**which calculates the area of circle and returns the area of circle of type Double
4. Write a method **getPerimeter()** which calculates the perimeter of circle and returns as type Double.
5. Create an instance of class Circle and pass radius as parameter.
6. Call the method **getArea()** and method **getPerimeter()** using the above created instance.
7. Print the above calculated results.

**import** UIKit

**class** Circle{

**var** radius : Double

**init**(radius:Double){

**self**.radius = radius

}

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

**return** Double.pi \* **self**.radius \* **self**.radius

}

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

**return** 2 \* Double.pi \* **self**.radius

}

}

**let** C1 = Circle(radius: 2.5)

print(C1.getArea())

print(C1.getPerimeter())