Lab11: Circle Class (Due at the end of the period)

You may use Math.sqrt() throughout this lab. Ex, double a = Math.sqrt(4); // a = 2
You may approximate pi = 3.14.
You may NOT use other Math functions.

Part 1: Create a Circle class that has double radius, x, and y, where x and y represent the coordinates of the center of the circle. Include 2 constructors.

//Insert Code with comments here:

Part 2: In the Main class, create the following functions:
public static double circleArea(Circle c);
public static double circumference(Circle c);

//Insert Code with comments here:

Part 3: In the Main class, create a main() function that computes and prints the area and circumference of circles with radii 3,5,7,9,11,13,15,17, and 19.

//Insert Code with comments here:

Part 4: In the Main class, create the following 2 functions:
isTangent(Circle a, Circle b) that returns true if the circles touch in exactly 1 point, false otherwise.
isOverlap(Circle a, Circle b) that returns true if the circles overlap in 1 or more points, false otherwise.

//Insert Code with comments here:

Part 5: In the main() function create and submit thorough test code to test isTangent() and isOverlap() functions.

//Insert Code with comments here: