```java
 1 package Chapter06;
 2
 3 public class Circle {
 4     //필드
 5     double radius;
 6     double x;
 7     double y;
 8
 9     //생성자
10     public Circle() {
11
12     }
13
14     public Circle(double radius, double x, double y) {
15         this.radius=radius;
16         this.x=x;
17         this.y=y;
18     }
19
20     public double getX() {
21         return x;
22     }
23
24     public void setX(double x) {
25         this.x=x;
26     }
27
28     public double getY() {
29         return y;
30     }
31
32     public void setY(double y) {
33         this.y=y;
34     }
35
36     public double getRadius() {
37         return radius;
38     }
39
40     public void setRadius(double radius) {
41         if(radius<0) {
42             this.radius = 0;
43         } else {
44             this.radius = radius;
45         }
46     }
47
48     public double getArea() {
49         double result = radius * radius * Math.PI;
50         return result;
51     }
```

```
52
53 }
54
```