**public** **class** Circle **implements** Shape {

**private** **int** radius;

//default constructor

**public** Circle(){

**this**.radius = 1;

}

//set metod

**public** **void** setRadius(**int** radius){

**this**.radius = radius;

}

//get method

**public** **int** getRadius(){

**return** radius;

}

@Override

**public** **double** calcArea() {

**return** Math.***PI*** \* Math.*pow*(radius, 2);

}

}