|  |
| --- |
| Bunder |
| Radius:double  Area:double |
| Bunder()  Bunder(newRad:double)  getArea():void |

|  |
| --- |
| Circle1:circle |
| Radius=1 |

|  |
| --- |
| Circle2:circle |
| Radius=25 |

|  |
| --- |
| Circle3:circle |
| Radius=125 |