**Laboratory Exercise #4**

**Introduction to OOP**

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Instructions:

Design a class called Circle that has the following attributes and behaviors:

* Attributes are radius (float type), color (string), and total\_count (int)
* Behaviors are get\_radius(), get\_diameter(), calculate\_area(), calculate\_circumference(), get\_color(), set\_color(), update\_total\_count(), and get\_circle\_total\_count()
* The total\_count tracks the total number of circle objects that created from the Circle class. (hint: implement this within the \_\_init\_\_() method)