

Implement this and test it...

Consider the following class definition:

```
class circle
{
public:
    void print() const;
    void setRadius(double);
    double getRadius();
    double area();
    circle();
    circle(double);

private:
    double radius;
};
```

```
class cylinder: public circle
{
public:
    void print() const;
    void setHeight(double);
    double getHeight();
    double volume();
    double area();
    cylinder();
    cylinder(double, double);

private:
    double height;
};
```

Test Code

```
int main(){
    circle newCircle;
    cylinder newCylinder;
    newCircle.setRadius(5);
    newCylinder.setHeight(3);
    newCylinder.setRadius(2);
    cout << newCircle.area() << endl;
    cout << newCylinder.volume() << endl;
}
```