**LAB ASSIGNMENT 4.3**

**Circle**

**In your ObjectBehavior project, create a new class called Circle. In this class, copy all of the contents in Rectangle and paste in your Circle class.**

Make the changes that need to be made to create a circle.

A circle could be constructed and stored in a very similar manner to a rectangle. Write a class that does the same things as your rectangle class, but modified to apply to a circle.

Note: For all values of Pi, you may simply use the value 3.14.