```java
 1 package chapter06.exercise;
 2
 3 public class Circle {
 4     private double radius;
 5     private double x;
 6     private double y;
 7
 8     public double getArea() {
 9         double getArea = Math.PI * (radius * radius);
10         return getArea;
11     }
12
13     public double getRadius() {
14         return radius;
15     }
16
17     public void setRadius(double radius) {
18         if (radius > 0) {
19             this.radius = radius;
20 //      } else {
21 //          radius = 0; //여기 두 개는 안 써도 도
22         }
23     }
24
25     public double getX() {
26         return x;
27     }
28
29     public void setX(double x) {
30         this.x = x;
31     }
32
33     public double getY() {
34         return y;
35     }
36
37     public void setY(double y) {
38         this.y = y;
39     }
40 }
```