

```
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;
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 }
```