

## Circle API

Signature	
<code>public Circle()</code>	Constructor to create a Circle object. Initially not visible.
<code>public void makeVisible()</code>	Show Circle
<code>public void makeInvisible()</code>	Hide Circle
<code>public void moveLeft()</code>	Move Circle left a certain distance
<code>public void moveRight()</code>	Move Circle right a certain distance
<code>public void moveUp()</code>	Move Circle up a certain distance
<code>public void moveDown()</code>	Move Circle down a certain distance
<code>public void moveHorizontal(int distance)</code>	Move Circle horizontally by a <i>given</i> distance. The distance given may be negative.
<code>public void moveVertical(int distance)</code>	Move Circle vertically by a <i>given</i> distance. The distance given may be negative.
<code>public void slowMoveHorizontal(int distance)</code>	Slowly move Circle horizontally by a <i>given</i> distance. The distance given may be negative.
<code>public void slowMoveVertical(int distance)</code>	Slowly move Circle vertically by a <i>given</i> distance. The distance given may be negative.
<code>public void changeSize(int newSize)</code>	Changes Circle's size to the <i>given</i> diameter.
<code>public void changeColor(String newColor)</code>	Changes Circle's color to the <i>given</i> color.

