

```
1  import java.util.*;
2  class CircleDemo
3  {
4      double radius,area,perimeter;
5      double pi=3.14;
6      CircleDemo()
7      {
8          radius=0.00;
9          area=0.00;
10         perimeter=0.00;
11     }
12     void accept()
13     {
14         System.out.println("Enter the radius of the circle");
15         Scanner sc=new Scanner(System.in);
16         radius=sc.nextDouble();
17     }
18     void Area()
19     {
20         area=pi*radius*radius;
21     }
22     void Perimeter()
23     {
24         perimeter=2*pi*radius;
25     }
26     void display()
27     {
28         System.out.println("The Area = "+area);
29         System.out.println("The Perimeter = "+perimeter);
30     }
31 }
```

```
32  class Main
33  {
34      public static void main(String args[])
35      {
36          Scanner sc=new Scanner(System.in);
37          CircleDemo x=new CircleDemo();
38          x.accept();
39          x.Area();
40          x.Perimeter();
41          x.display();
42      }
43  }
```