```cpp
#include<iostream>
#include<cmath>

using std::cin;
using std::cout;
using std::endl;

class Point
{
private:
    int xpos, ypos;
public:
    void Init(int x, int y)
    {
        xpos=x;
        ypos=y;
    }
    void ShowPointInfo()  // ?? ??? ??
    {
        cout<<"["<<xpos<<", "<<ypos<<"]"<<endl;
    }
};

class Circle
{
private:
    Point center; //Point ???? ???? ?? ??? ???
    int radius;
public:
    void Init(int x, int y, int rad) // ?? ???? ???? ??? ??
??
    {
        center.Init(x,y); // ??? ???
        radius=rad;          // ??? ???
    }
    void ShowCircleInfo() // ?? ??? ??
    {
        cout<<"Radius : "<<radius<<endl;
        center.ShowPointInfo(); //Point???(center)?
ShowPointInfo ??
    }
};

class Ring // Ring(??) ? ???? Ring ???
{
private:  // Circle ???? ???? ?? ?? ?(Inner)? ??? ?(Outter)?
private? ??
    Circle Inner;
    Circle Outter;
public:
    void Init(int inX, int inY, int inR, int outX, int outY,
int outR)
    {
        int distance; // ? ?(Inner, Outter? ???)??? ??
        //?? = sqrt(power(?? ??^2 + ?? ??^2)) --> ????? ??
??
        distance=(int)sqrt(pow((double)abs(inX-outX),2.0)+
pow((double)abs(inY-outY),2.0));

        // ???? ? ??? ??? (?? ??? ?? + Inner? ???) ? Outter?
??? ?? ??? ??.
        if(distance+inR<outR)
        {
            Inner.Init(inX,inY,inR);
            Outter.Init(outX, outY, outR);
        }
```

```
60          else
61          {
62              cout<<"??? ?? ???."<<endl;
63          }
64      }
65
66      void ShowRingInfo() // ?? ??(Inner? Outter? ??? ??) ??
67      {
68          cout<<"Inner Circle Info : "<<endl;
69          Inner.ShowCircleInfo();
70          cout<<"Outter Circle Info : "<<endl;
71          Outter.ShowCircleInfo();
72      }
73  };
74
75  int main(void)
76  {
77      Ring ring;
78      ring.Init(1,1,4,2,2,9);
79      ring.ShowRingInfo();
80      return 0;
81  }
```