

Circle2D

- x:double = 0.0
- y:double = 0.0
- radius:double 1.0

- + Circle2D()
- + Circle2D(x: double, y: double, radius: double)
- + getX() const:double
- + getY() const:double
- + getRadius() const:double
- + getArea() const:double
- + getPerimeter() const:double
- + contains(x:double, y:double) const: bool
- + contains(circle:const Circle2D&) const:bool
- + overlaps(circle:const Circle2D&) const:bool