

Circle2D

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