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