

Circle Class

Write a class "Circle" that has the following fields:

Radius as a double variable;

PI as a final double variable with the value 3.14159;

Write a constructor that accepts the radius of the circle as an argument.

Write a constructor that takes no argument and sets the radius to 0.0.

Write a mutator method called setRadius for the radius field.

Write an accessor method called getRadius for the radius field.

Write a method called getArea that returns the area of the circle.

Write a method called getDiameter that returns the diameter of the circle.

Write a method called getCircumference that returns the circumference of the circle.

Write a class "CircleDemo" with the main method that demonstrates the Circle class by asking the user for the circle's radius, creating a Circle object, and then reporting the circle's area, diameter, and circumference.