#include <iostream>

#include <

using namespace std:

class Circle

{

public:

Circle(double x, double y, double r);

bool scale(double factor);

Void draw();

Private:

//invariant: m\_radius > 0

Double m\_x;

Double m\_y;

Double m\_radius;

};

double area(Circle x);

double area(Circle x)

{

return

}

Circle::Circle(double x, double y, double r)

{

if (r <= 0)

{

cout << “ Cannot create a circle with radius “ << r << endl;

exit(1);

}

m\_x = x;

m\_y = y;

m\_radius = r;

}

bool Circle::scale(double factor)

{

if (factor <= 0)

return false;

m\_radius \* = factor;

return true;

void Circle::draw()

{

}

int main()

{

Circle blah(8, -3, 7);

Circle c(-2, 5, 10);

c.scale(2);

c.draw();

cout << area(c);

double f;

cin >> f;

if (! C.scale(f))

{

cout << “The scale factor must be positive!” << endl;

}

}