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| --- |
| SimpleCircle |
| Radius: double |
| SimpleCircle(newRadius: double)  getCircleArea(): double  setCircleRadius(newRadius: double): double  resetCircleRadius(): void |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| |  | | --- | | Mycircle1: SimpleCircle | | Radius = 5 | | |  | | --- | | Mycircle2: SimpleCircle | | Radius = 10 | | |  | | --- | | Mycircle3: SimpleCircle | | Radius = 200 | |