

Circle.java

```
1  import java.util.Scanner;
2  public class Circle extends Shape {
3      private double radius;
4
5      public Circle(double radius) {
6          super("Circle");
7          this.radius = radius;
8      }
9
10     @Override
11     public double calculateArea() {
12         return Math.PI * radius * radius;
13     }
14
15     @Override
16     public double calculatePerimeter() {
17         return 2 * Math.PI * radius;
18     }
19 }
20
```