

```

7
8 #include <iostream>
9 using std:: cout, std:: cin, std:: endl;
10
11 class Circle{
12     //member variables
13 private:
14     double radius;
15     const double pi = 3.14159;
16 public:
17
18     // Default constructor
19     Circle() : radius(0.0) {}
20
21     // Parameterized constructor
22     Circle(double r) : radius(r) {}
23
24     // Setter for radius
25     void setRadius(double r) { radius = r; }
26
27     // Getter for radius
28     double getRadius() const { return radius; }
29     //gets our Area
30     double getarea()
31     {
32         double area = pi * radius * radius;
33
34         return area;
35     }
36
37     //gets our Diameter
38     double getDiameter (){
39         double diameter = radius * 2;
40         return diameter;
41     }
42
43     //gets our Circumference
44     double getCircumference (){
45         double circumference = 2 * pi * radius;
46         return circumference;
47     }
48 };
49
50 int main() {
51     // insert code here...
52     Circle circ;
53     double input;
54

```

