Circle.java

```
1package Exercise4;
 3 public class Circle extends Shape
      private double radius;
 5
 6   public Circle(double radius) {
         this.radius = radius;
 7
8
9
    @Override
10
    public double area() {
11
12
          return Math.PI * radius * radius;
13
14
15
    @Override
public double perimeter() {
17
          return 2 * Math.PI * radius;
18
19
20  public String toString() {
21    return String format "...
          return String format ("도형의 종류 : 원, 둘레 : %.15fcm, 넓이 :
 %.15fcm^2", perimeter(), area());
22
23
24
```