

```
1 package Exercise2;
2
3 public class Circle {
4     double radius;
5     double x;
6     double y;
7
8     public Circle() {
9
10    }
11
12    public double getArea() {
13        return Math.PI * radius * radius;
14    }
15
16    public double getRadius() {
17        return radius;
18    }
19
20    public void setRadius(double radius) {
21        this.radius = radius;
22        if(radius < 0) {
23            this.radius = 0;
24        }
25    }
26
27    public double getX() {
28        return x;
29    }
30
31    public void setX(double x) {
32        this.x = x;
33    }
34
35    public double getY() {
36        return y;
37    }
38
39    public void setY(double y) {
40        this.y = y;
41    }
42 }
43
```