```
import math

class Circle:
    def __init__(self, radius):
        self.radius = radius

    def compute_area(self):
        area = math.pi * self.radius**2
        return area

    def compute_circumference(self):
        circumference = 2 * math.pi * self.radius
        return circumference

# Example usage:
if __name__ == "__main__":
    # Creating an instance of the Circle class with a radius of 5
    circle_instance = Circle(5)

    # Computing and displaying the area and circumference
    area_result = circle_instance.compute_area()
    circumference_result = circle_instance.compute_circumference()

    print(f"Circle with radius {circle_instance.radius}:")
    print(f"Area: {area_result:.2f}")
    print(f"Circumference: {circumference_result:.2f}")
```

```
def generate_squared_dict(n):
    squared_dict = {x: x*x for x in range(1, n+1)}
    return squared_dict

# Example usage:
if __name__ == "__main__":
    # Set the value of n
    n = 5

    # Generate and print the squared dictionary
    squared_dict_result = generate_squared_dict(n)
    print(f"Sample Dictionary (n={n}):")
    print(squared_dict_result)
```