**Java**

Circle Class\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Create a project called Circles**

**Create a class called Circle with these methods and variables:**

**Instance Variables:**

int radius - the radius

int x - the x coordinate of the center

int y - the y coordinate of the center

**Constructors:**

Circle() - Creates a circle at (0, 0) with a radius of 1

Circle(int x, int y) Creates a circle with a radius of 1

Circle(int x, int y, int radius)

**Methods:**

getters for all instance variables

setters for all instance variables

area() (Math.PI gives you the value of π)

circumference()

toString()

**Then create a class called CircleTester**

Create 3 instances of the Circle class, one for each constructor

test all of the methods for all 3 Circles