**CLASS DIAGRAM**

Class name

SimpleCircle

UML notation for object

radius = 18

**circle4:SimpleCircle**

radius = 28

**circle3:SimpleCircle**

radius = 9

**circle2:SimpleCircle**

**circle1:SimpleCircle**

radius = 0

Data Field

Constructor and method

SimpleCircle()

SimpleCircle(newRadius: double)

getArea(): double

getPerimeter(): double

setRadius(newRadius: double): void

radius:double