| Circle2D |
|---|
| -x: double<br>-y: double<br>-radius: double<br><br> |
| +Circle2D()<br>+Circle2D(x: double, y: double, radius: double)<br>+getX(): double<br>+getY(): double<br>+getRadius(): double<br>+getArea(): double<br>+getPerimeter(): double<br>+contains(x: double, y: double): boolean<br>+contains(Circle2D: circle): boolean<br>+overlaps(Circle2D: circle): boolean |