





< leetSpeak

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Date >

You are working on problem set: Project 4 (Pause)





Language/Type: C++ <u>classes</u> <u>operator</u>

overloading

Write a class of objects named Circle that remembers information about a circle. You must include the following public members. It may help you to know that there is a global constant named PI storing the value of π , roughly 3.14159.

member name	description
Circle(<i>r</i>)	constructs a new circle
	with the given radius as a
	real number
area()	returns the area occupied by the circle
circumference()	returns the distance
	around the circle
getRadius()	returns the radius as a real number
toString()	returns a string
	representation such as "Circle{radius=2.5}"

You should define the entire class including the class heading, the private member variables, and the declarations and definitions of all the public member functions and constructor.

.

```
1 class Circle {
2   const double PI = 3.14159;
3   private:
4   double r;
```

```
5
       public:
 6
            Circle(){
 7
                r = \emptyset.\emptyset;
 8
 9
            Circle(double radius){
100
11
                r = radius;
12
            }
13
            double area(){
14
15
                return PI*r*r;
16
            }
17
            double circumference(){
18
                return 2*PI*r;
19
2Ø
21
22
            double getRadius(){
23
                return r;
24
            }
25
26
            string toString(){
                string retstr = "Circle{radius=" + to_string(r) + "}";
27
28
                return retstr;
            }
29
30 };
```

Class: Write a complete C++ class.





Testing began at 2023/04/23 13:27 (PDT) and ran for 1177 ms.

Need help?



Stuck on an exercise? Contact your TA or instructor .

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