Circle

-radius: double-centerX: double-centerX: double

+Circle(radius: double, centerX: double, centerY: double)

+Circle()

+getRadius(): double

+setRadius(radius: double): void

+getCenterX(): double

+setCenterX(centerX: double): void

+getCenterY(): double

+setCenterY(centerY: double): void

+distance(other: Circle): double