```
public class Circle extends GeometricObject {
    private double radius;
    public Circle() {
    public Circle(double radius){
        if (radius > 0) {
           this.radius = radius;
        else{
            System.out.println("Error you must input number above zero");
            System.exit(1);
    public Circle(String color, boolean filled, double radius) {
        super(color, filled);
        this.radius = radius;
    public double getRadius() {
        return this.radius;
    public void setRadius(double radius) {
        this.radius = radius;
    public double getDiameter() {
        return radius * 2;
    @Override
    public double getArea() {
        return (radius * radius) * 3.14;
    @Override
    public double getPerimeter() {
        return 6.28 * radius;
    @Override
```

```
public String toString() {
    return super.toString() + "\nArea :" + getArea() + "\nDiameter : " +
getPerimeter();
}

@Override
public int compareTo(GeometricObject o) {
    if (getArea() > o.getArea())
        return 1;
    else if (getArea() < o.getArea())
        return -1;
    else
        return 0;
}</pre>
```