

Lab 1—Warm Up

(Full Score: 30 points)

Your name:	Score:
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Create a class *Circle* with attribute *radius* which defaults to 1.0. Provide methods that calculate the circle's perimeter and area. It has *set* and *get* for *radius*. The *set* method should verify that *radius* is a floating-point number larger than 0.0 and less than 100.0 (if out of the bounds, the program should keep reading a right input from the keyboard). Write a program (i.e., a test class) to test class *Circle*.

Important: follow Lab Submission Requirements to work on and submit the lab program for your solution.