**Lab 1-Final**

1. Give code for **Circle** class

* It should have 3 fields of int type for x, y and radius
* It should have a **class level** field for the value of PI=3.14
* It should have 3 constructors:
  + Three argument constructor which sets all field values.
  + No argument constructor which sets all field values to 0. This will call the 3 argument constructor
  + Make a two argument constructor which sets x and y and radius= 0. This will also call the 3 argument constructor

**Methods for Circle class**

* Give code for a methods **getX(), setX(),getY(), setY()** [private methods], **getRadius()** and **setRadius()** [public methods] .. which should return/set the corresponding field values.
* Give code for **setCenter(a,b)** and **printCenter()** to set and print the coordinates of the center of the circle. Both these methods return nothing.
* Give code for the **translate (a,b)** method to move circle to (x+a, y+b)
* Give code for the **area()** method which will return the area. Use the PI value as defined at the class level.

1. Give code for **UseCircle** class. Create the main method inside it which has the following:

* It should have 3 objects of type Circle created by the three constructors.
* Set the parameters for the no-argument Circle.
* Set the radius of the circle with 2 arguments to PI.
* Translate one of the circles.
* Output the center, radius and area of the three Circles.