package mypackage;

import java.io.\*;

import java.util.\*;

import java.util.Scanner;

public class circle implements mypackage.perimeter

{

private double r;

public void calculate()

{

System.out.println("Enter Radius");

Scanner input = new Scanner(System.in);

double r = input.nextDouble();

double p = 2\*3.14\*r;

System.out.println("Perimeter of Circle :" +p);

}

}