```
//1)get radius



class circle{

    constructor(radius, color){

        this.radius = radius;

        this.color = color;

    }

getRadius(){

    console.log(`the radius of the circle is : ${this.radius}`);

}



}



var radius = 1.0;

var color = "red";



var c = new Circle(radius, color);

c.getRadius();

console.log(c.color);



//2)set radius



class Circle {

    constructor(radius, color) {

        this.radius = radius;
```

```
        this.color = color;

    }




    set changeRadius(modifiedRadius) {

        this.radius = modifiedRadius;

    }

}




var c = new Circle(1.0, "red");

c.changeRadius = 10;

console.log(c.radius);




//3)get color


class circle{

    constructor(radius,color){

        this.radius = radius;

        this.color = red;

    }

  getcolor(){

    console.log(`the color of the circle is ${this.color}`);

    }

}
```

```
//4)set color



class Circle {

    constructor(radius, color) {

        this.radius = radius;

        this.color = color;

    }



    set changeColor(modifiedColor) {

        this.color = modifiedColor;

    }
}



var radius = 1.0;

var color = "red";



var c = new Circle(radius, color);

c.changeColor = "Blue";

console.log(c.color);



//5)To string



class circle{
```

```
    constructor(radius,circle){

        this.radius = radius;

        this.color = color;

    }



    tostring(){

        return(`Radius: ${this.radius}, Color: ${this.color}`)

    }
}
var radius = 1.0;
var color = "red";



var c = new circle(radius, color);

var circleString = c.tostring();

console.log(circleString);



//6)get area()



//area of circle is A = \pi r^2

//A =   area

//r =   radius



class Circle {

    constructor(radius, color) {
```

```javascript
        this.radius = radius;

        this.color = color;

    }



    getArea() {

        return `The area of the circle is: ${Math.PI * Math.pow(this.radius,
2)}`;

    }

}



var radius = 1.0;

var color = "red";



var c = new Circle(radius, color);



console.log(c.getArea()); // Call the getArea() method and log the result



//7)get circumference



//C = 2 \pi r

//C =   circumference

//pi    =   the constant pi

//r =   radius of the circle
```

```
class Circle {

    constructor(radius, color) {

        this.radius = radius;

        this.color = color;

    }



    getCircumference() {

        return 2 * Math.PI * this.radius;

    }
}



var radius = 1.0;
var color = "red";



var c = new Circle(radius, color);



var circumference = c.getCircumference();
console.log(`The circumference of the circle is: ${circumference}`);
```