

OOP Circles

Write a class that implements a Circle object. Class *Circle* should include a *Radius* property and the following *ReadOnly* properties:

1. Diameter (2 times radius)
2. Area (π times radius squared)
3. Circumference ($2 \times \pi \times$ radius)

Use `Math.PI` for π . The read-only properties should not have corresponding instance variables. Instead, they should use the *Radius* property to calculate their return value. Add a constructor with a single parameter that represents the radius.

Finally, write an app to test your new Circle class. The app should instantiate a circle and test each of the class members, including the constructor and all the property Get and Set procedures.