**TestSimpleCircle:** [**https://liveexample.pearsoncmg.com/html/TestSimpleCircle.html**](https://liveexample.pearsoncmg.com/html/TestSimpleCircle.html)

**public** **class** TestSimpleCircle {

 /\*\* Main method \*/

 **public** **static** **void** main(String[] args) {

 // Create a circle with radius 1

 SimpleCircle circle1 = **new** SimpleCircle();

 System.out.println("The area of the circle of radius "

 + circle1.radius + " is " + circle1.getArea());

 // Create a circle with radius 25

 SimpleCircle circle2 = **new** SimpleCircle(25);

 System.out.println("The area of the circle of radius "

 + circle2.radius + " is " + circle2.getArea());

 // Create a circle with radius 125

 SimpleCircle circle3 = **new** SimpleCircle(125);

 System.out.println("The area of the circle of radius "

 + circle3.radius + " is " + circle3.getArea());

 // Modify circle radius

 circle2.radius = 100; // or circle2.setRadius(100)

 System.out.println("The area of the circle of radius "

 + circle2.radius + " is " + circle2.getArea());

 }

}

// Define the circle class with two constructors

**class** SimpleCircle {

 **double** radius;

 /\*\* Construct a circle with radius 1 \*/

 SimpleCircle() {

 radius = 1;

 }

 /\*\* Construct a circle with a specified radius \*/

 SimpleCircle(**double** newRadius) {

 radius = newRadius;

 }

 /\*\* Return the area of this circle \*/

 **double** getArea() {

 **return** radius \* radius \* Math.PI;

 }

 /\*\* Return the perimeter of this circle \*/

 **double** getPerimeter() {

 **return** 2 \* radius \* Math.PI;

 }

 /\*\* Set a new radius for this circle \*/

 **void** setRadius(**double** newRadius) {

 radius = newRadius;

 }

}