

Computing for Animation CA-1 workshop-2

Create a class `Circle` which has three attributes: the coordinates of the centre (`m_xc` and `m_yc`) and the radius `m_r`.

Include the followings:

1. User defined default constructors
2. User defined parametrised constructors
3. Copy constructor
4. a method to calculate the perimeter and one for the area of the circle

Also include methods to modify/read/print the attributes

Write a `main()` program to test the above class. You should instantiate different `circle` objects and check that your constructors work and calculates the area and the perimeter of each `circle` object, and displays the results.

Using the above class, experiment with the creation of global, static and dynamic circle objects.