Circle Object

The purpose of this program is to create your own class from scratch AND to create your own runner class from scratch. That doesn't mean that you can't go and look at the Rectangle class and the Rectangle runner for ideas.

A. Create a circle class.

It needs 12 pieces:
1) A radius instance variable
2) A default constructor
3) A customizer constructor where the user can send in a radius
4) A setRadius
5) A getRadius
6) A toString
7) An equals
8) A compareTo
9) Area
10) Circumference
11) Diameter
12) Volume (assuming it is a sphere)

B. Create a circle runner class.
- It doesn't need to have input, but it needs to call each of the above methods at least once.