

Fill in the missing parts of the Circle class below.

```
public class Circle
{
    // ***** constructors

    // _____ constructor
    public Circle()
    {

    }

    // _____ constructor

    public Circle(_____)
    {

    }

    // ***** _____ method
    public double getRadius()
    {

    }

    // ***** _____ method

    public void setRadius(_____)
    {

    }

    // ***** interesting methods
    public double computeArea()
    {

    }

    _____ computeCircumference()
    {

    }

    // *****instance variables (properties)
    private double myRadius;
    public static final double PI = 3.14;
}
```