Wyo C++ Name -
Ch. 12 Worksheet #1

Label the following items in the Circle class with the following numbers.

1. the prototype for the default constructor of the `Circle` class
2. the last method found in the `Circle` class implementation
3. the function header of the first member function listed in the `Circle` class (not including any constructors)
4. the first member variable found in the `Circle` class definition
5. the first formal parameter (identifier) in the first modifier found in the `Circle` class definition
6. the first scope resolution operator
7. the return type of `setRadius` (within its prototype)
8. a global constant
9. Neatly draw a rectangle around what is considered to be the interface for the `Circle` class & label the rectangle with the number 9.
10. Neatly draw a separate rectangle around what is considered to be the implementation of the `Circle` class & label the rectangle with the number 10.

```
const double PI=3.14159;

class Circle
{
 public:
          Circle();
          void setRadius(double incomingRadius);
          double area();

 private:
          double radius;
};

Circle::Circle()
{
  radius = 0.0;
}

void Circle::setRadius(double incomingRadius)
{
  radius = incomingRadius;
}

double Circle::area()
{
 return (PI * radius * radius);
}
```