Class Circle

```
java.lang.Object
  └─Circle
```

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public class **Circle**
extends Object

A circle in 2 dimensions

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Constructor Summary

Circle(Point p, double r)
Construct a Circle from a point and a radius.

Method Summary

Rectangle	**boundingBox**()	Returns the Rectangle that bounds this object
boolean	**equals**(Object obj)	Is that other Circle equivalent to this one?
double	**getArea**()	Returns the area of this Circle
Point	**getCenter**()	Returns the center Point of this Circle
double	**getRadius**()	Returns the radius of this Circle
boolean	**intersects**(Circle c)	Does this Circle intersect the other Circle?
boolean	**intersects**(Rectangle r)	Does this Circle intersect a Rectangle?
boolean	**isInside**(Point p)	Is the given Point inside this Circle?

String	**toString**() Returns a String representation of this Circle.
void	**translate**(double dx, double dy) Changes the location of this Rectangle by the specified amount in each direction.

Methods inherited from class java.lang.Object

getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

Circle

```
public Circle(Point p,
              double r)
```

Construct a Circle from a point and a radius.

Parameters:
        p -
        r -

Method Detail

toString

```
public String toString()
```

Returns a String representation of this Circle.

Overrides:
        toString in class Object
Returns:
        a String representation of this Circle.

---

equals

```
public boolean equals(Object obj)
```

Is that other Circle equivalent to this one?

Overrides:
        equals in class Object

getRadius

```
public double getRadius()
```

Returns the radius of this Circle

Returns:
the radius of this Circle

getArea

```
public double getArea()
```

Returns the area of this Circle

Returns:
the area of this Circle

getCenter

```
public Point getCenter()
```

Returns the center Point of this Circle

Returns:
the center Point of this Circle

intersects

```
public boolean intersects(Rectangle r)
```

Does this Circle intersect a Rectangle?

Parameters:
r - the rectangle
Returns:
true if they intersect.

intersects

```
public boolean intersects(Circle c)
```

Does this Circle intersect the other Circle?

Parameters:
c - the other circle
Returns:
true if they intersect.

---

translate

```
public void translate(double dx,
                      double dy)
```

Changes the location of this Rectangle by the specified amount in each direction.

Parameters:
dx - amount to move this Rectangle by in the x direction
dy - amount to move this Rectangle by in the y direction

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isInside

```
public boolean isInside(Point p)
```

Is the given Point inside this Circle?

Parameters:
p - the Point
Returns:
true if the Point is inside this Circle, false otherwise.

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boundingBox

```
public Rectangle boundingBox()
```

Returns the Rectangle that bounds this object

Returns:
the Rectangle that bounds this object

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PREV CLASS **NEXT CLASS**   **FRAMES   NO FRAMES   All Classes**
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

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