Define the Circle2D class that contains:

■ Two double data fields named x and y that specify the center of the circle with

get methods.

■ A data field radius with a get method.

■ A no-arg constructor that creates a default circle with (0, 0) for (x, y) and 1 for

radius.

■ A constructor that creates a circle with the specified x, y, and radius.

■ A method getArea() that returns the area of the circle.

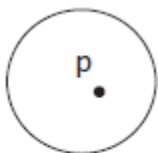■ A method getPerimeter() that returns the perimeter of the circle.

■ A method contains(double x, double y) that returns true if the specified
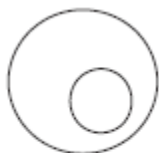
point (x, y) is inside this circle

■ A method contains(Circle2D circle) that returns true if the specified

circle is inside this circle

■ A method overlaps(Circle2D circle) that returns true if the specified
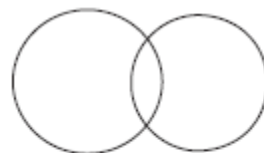
circle overlaps with this circle

■A method findbiggestcircle(Circle2D[]) that returns biggest circle

(a)   (b)   (c)