

Exercise 1. Suppose we have a user-defined data type called `Circle` that represents a circle of radius r centered at (h, k) and supports the following API:

<code>public Circle(double h, double k, double r)</code>	constructs a circle of radius r centered at (h, k)
<code>public double area()</code>	returns the area of <i>this</i> circle
<code>public boolean contains(double x, double y)</code>	returns <code>true</code> if <i>this</i> circle contains [†] (x, y) and <code>false</code> otherwise
<code>public boolean less(Circle other)</code>	returns <code>true</code> if <i>this</i> circle is area-wise smaller than <i>other</i> , and <code>false</code> otherwise
<code>public boolean equals(Object other)</code>	returns <code>true</code> if <i>this</i> and <i>other</i> represent the same circle, and <code>false</code> otherwise
<code>public String toString()</code>	returns a string representation of <i>this</i> circle, as (h, k, r)

[†] A point (x, y) is contained in a circle of radius r centered at (h, k) if $(x - h)^2 + (y - k)^2 \leq r^2$

- Is the `Circle` data type immutable?
- How do you create a `Circle` object `c1` representing a circle centered at $(1, 1)$ and having radius 2?
- How do you create a `Circle` object `c2` representing a unit circle centered at the origin?
- How do you obtain the area of `c1`?
- How do you check if the point $(1.2, 2.2)$ is contained in `c1`?
- How do you check if the the circle `c` is area-wise smaller than the circle `d` without invoking the `area()` method explicitly?
- How do you check if two `Circle` objects `c` and `d` represent the same circle?
- How do you obtain the string representation of `c1`?
- Provide code that creates an array `a` of 100 `Circle` objects, each representing a circle centered at the origin and having a random radius from the interval $[0, 1)$.

Exercise 2. Write a program called `Filter.java` that accepts three doubles h , k , and r as command-line inputs, creates a `Circle` object `c` representing a circle centered at (h, k) and having radius r , reads in pairs (x, y) of doubles from standard input representing points on a 2D plane, and writes the fraction of points that fall inside the circle `c`. For example

```
$ python3 filter.py 0 0 3
1 2
3 4
1 5
1 3
<ctrl-d>
0.25
```

SOLUTIONS

Solution 1.

- a. Yes
- b. `Circle c = Circle(1, 1, 2);`
- c. `Circle d = Circle(0, 0, 1);`
- d. `c.area()`
- e. `c.contains(1.2, 2.2)`
- f. `c.less(d)`
- g. `c.equals(d)`
- h. `c.toString()`
- i.

```
Circle[] circles = new Circle[100];
for (int i = 0; i < circles.length; i++) {
    Circle c = new Circle(0, 0, StdRandom.uniform(0.0, 1.0));
    circles[i] = c;
}
```

Solution 2.

```
import stdlib.StdIn;
import stdlib.StdOut;

public class Filter {
    public static void main(String[] args) {
        double h = Double.parseDouble(args[0]);
        double k = Double.parseDouble(args[1]);
        double r = Double.parseDouble(args[2]);

        Circle c = new Circle(h, k, r);
        int inside = 0, total = 0;
        while (!StdIn.isEmpty()) {
            double x = StdIn.readDouble();
            double y = StdIn.readDouble();
            total += 1;
            inside += c.contains(x, y) ? 1 : 0;
        }
        StdOut.println(1.0 * inside / total);
    }
}
```