

```
// circle.cpp
// Example of using a constant.

#include <iostream>

using namespace std;

int main()
{
    const double PI = 3.14159;           // declares PI as a constant
    double circumference;               // change this variable type
in your second run
    double radius;

    // Ask user for the radius of a circle.
    cout << "What is the radius of the cirlc? ";
    cin >> radius;

    circumference = 2 * PI * radius; // calculate circumference

    // Output the circles circumference.
    cout << "The circle's circumference is ";
    cout << circumference << endl;

    return 0;
}
```