Complete the *The_Snowman* program below so that the product shot in figure 1 is realized. You MUST use the fully working and completed **Circle** class. Note that the x & y coordinates or the Circle class represent the center of the circle. Make approximate assumptions regarding the radius and location of the snowman on the canvas.

1. Draw a sketch of what the following line of code would look like in memory.

    Circle [ ] c = new Circle[4];

    Circle

    - radius: double
    - color: Color
    - x : double
    - y: double

    + Circle (radius: double)
    + Circle (radius: double, color: Color, x: double, y: double)

    + setX (x: double)
    + setY (y: double)
    + setRadius (amount: double)
    + getRadius ( ) : double

    + draw(gc: GraphicsContext)

    + toString( ) : String

2. Write the java code which realizes the following sketch below. The radius of each circle is 50;
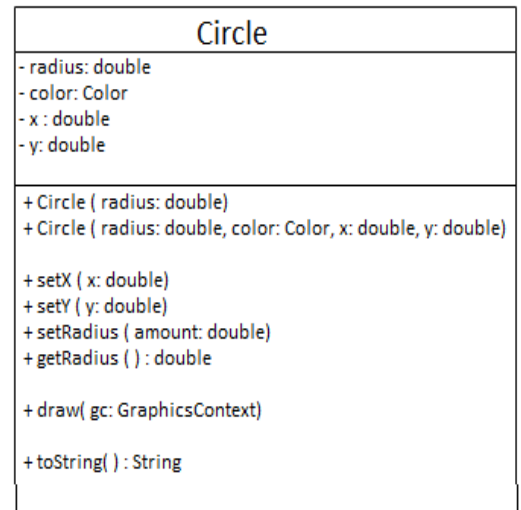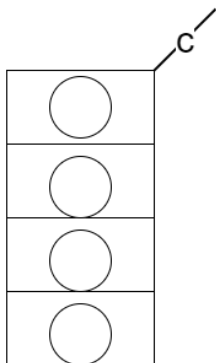

    Figure 3. Circle UML
    (no alterations are required to the Circle)
    NOTE: **x and y represent the center of the circle,**