|  |
| --- |
| Circle2D |
| -x: float  -y: float  -radius: float |
| getX(): float  getY(): float  setX(x: float): none  setY(y: float): none  getRadius(): float  setRadius(radius: float): none  getArea(): float  getPerimeter(): float  containsPoint(x: float, y: float): bool  contains(circle2D: Circle2D): bool  overlaps(circle2D: Circle2D): bool |

My recitation leader told me not to include the overloading of the operators on the UML diagram.