Cameron Ulrich
Lab 7 UML
10.3

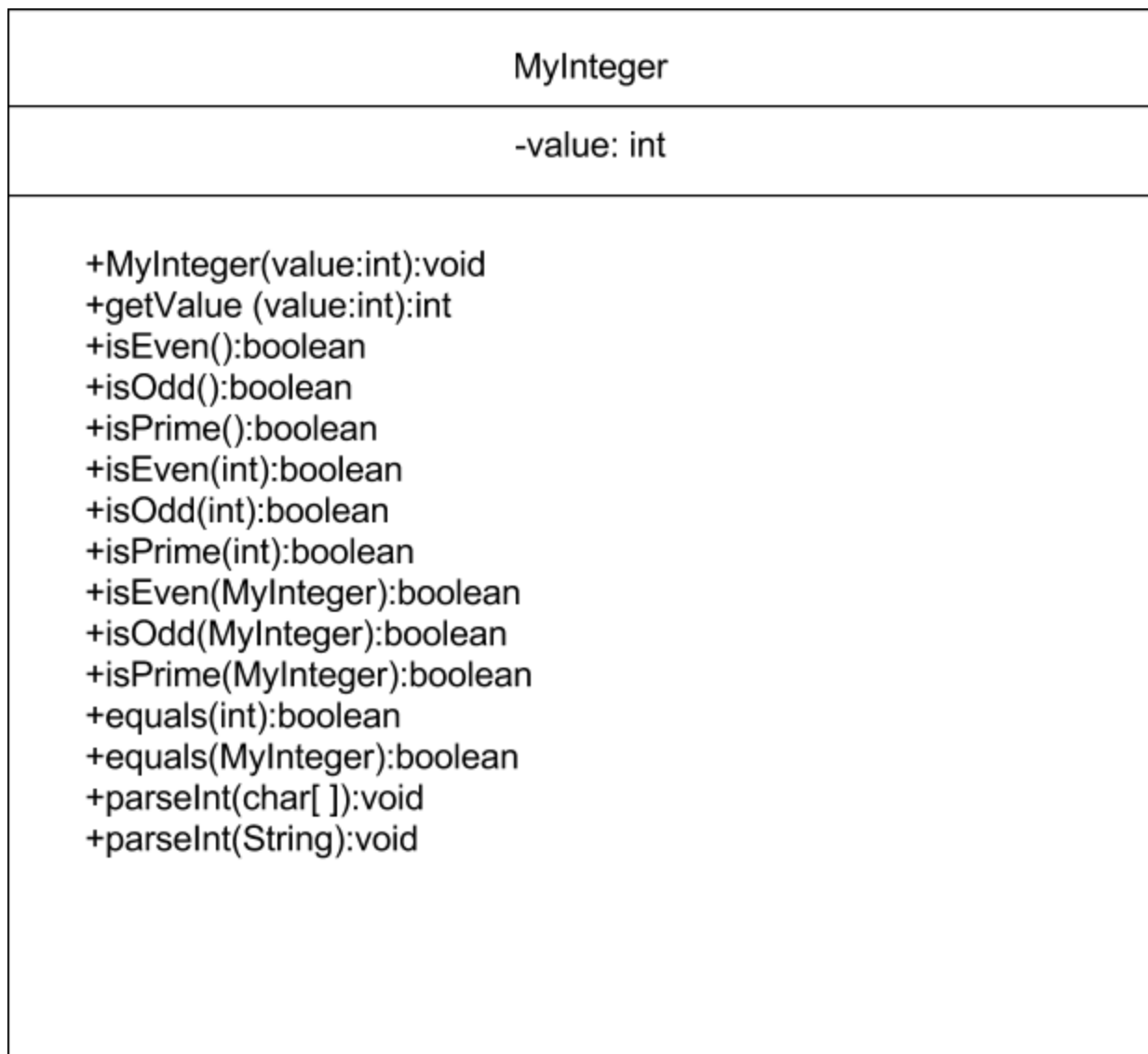| MyInteger |
| --- |
| -value: int |
| +MyInteger(value:int):void
+getValue (value:int):int
+isEven():boolean
+isOdd():boolean
+isPrime():boolean
+isEven(int):boolean
+isOdd(int):boolean
+isPrime(int):boolean
+isEven(MyInteger):boolean
+isOdd(MyInteger):boolean
+isPrime(MyInteger):boolean
+equals(int):boolean
+equals(MyInteger):boolean
+parseInt(char[ ]):void
+parseInt(String):void |

10.11

Circle2D
-x: double -y: double -radius: double
+getRadius(): double +Circle2D(x: double, y:double, radius:double): +Circle2D() +getArea():double +getPerimeter():double +contains(x:double, y:double): boolean +contains(Circle2d Circle): boolean +overlaps(Circle2D Circle): boolean