10.3

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

10.5

StackOfIntegers
-size: int
+ StackOfIntegers(int, capacity) : int + push(int, value) : int + pop(): int + peek(): int + empty(): boolean + getSize(): int

10.9

Course
-courseName
+ addStudent(): string + getStudents(): string + getNumberOfStudents(): int + getCourseName(): string -dropStudent(student): string

dropStudent(index): int
- clear()
- findStudent(student): int

10.11

Circle2D
-x: double -y: double -radius: double
+ Circle2D() + Circle2D(x: double, y: double, radius: double) + getX(): double + getY(): double + getRadius(): double + getArea(): double + getPerimeter(): double + contains(x: double, y: double): boolean + contains(Circle2D: circle): boolean + overlaps(Circle2D: circle): boolean

10.23

MyString2
-s: string -MyString2: string
+ compare(): int + substring(): int + toUpperCase() + toChars(): char