Exercise 1 UML Diagram

MyLong

+value: long

+MyLong(value: long): void

+getValue(): long +isEven(): boolean +isOdd(): boolean +isPrime(): boolean

+isEven(value: long): boolean

+isOdd(valueLong: long): boolean

+isPrime(value: long): boolean

+isEven(value: MyLong): boolean

+isOdd(value: MyLong): boolean

+isPrime(value: MyLong): boolean

+equals(value: int): boolean

+equals(value: MyLong): boolean

+parseInt(array: char[]): int +parseInt(value: String): int

Exercise 2 UML Diagrams

Card

-rank: int -suit: int

+Card(rank: int, suit: int): void

Deck

-count: int

-cards: Object[]

+Deck(count: int, cards: Object[]): void