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Software Dev 1: Lab 7
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MyInteger
-value: int
MyInteger(arg0: int) getValue(): int isEven(): boolean isOdd(): boolean isPrime(): boolean <u>isEven(n: int): boolean</u> <u>isOdd(n: int): boolean</u> <u>isPrime(n: int): boolean</u> <u>isEven(n: MyInteger): boolean</u> <u>isOdd(n: MyInteger): boolean</u> <u>isPrime(n: MyInteger): boolean</u> equals(n: int): boolean equals(n: MyInteger): boolean <u>parseInt(bits: char[]): int</u> <u>parseInt(s: String): int</u>

Circle2D
-x: double -y: double -radius: double
Circle2D() Circle2D(arg1: double, arg2: double, rad: double) getX(): double getY(): double getRadius(): double getRadius(): double getPerimeter(): double contains(x: double, y: double): boolean contains(circle: Circle2D): boolean overlaps(circle: Circle2D): boolean