MyLong

- value: long

+ MyLong(long)
+ getValue(): long
+ isEven(): boolean
+ isOdd(): boolean
+ isPrime(): boolean
+ isEven(long): boolean
+ isOdd(long): boolean
+ isPrime(long): boolean
+ isEven(MyLong): boolean
+ isOdd(MyLong): boolean
+ isPrime(MyLong): boolean
+ equals(long): boolean
+ equals(MyLong): boolean
+ parseLong(char[]): long
+ parseLong(String): long

Card

- face: String
- suit: String

+ Circle(String, String)
+ getFace(): String
+ getSuit(): String
+ setFace(String): void
+ setSuit(String): void
+ toString(String): String

Circle

- x: double
- y: double
- radius: double

+ Circle()
+ Circle(double, double, double)
+ getX(): double
+ getY(): double
+ getRadius(): double
+ getArea(): double
+ getPerimeter(): double
+ contains(double, double): boolean
+ contains(Circle): boolean
+ overlaps(Circle): boolean

Deck

- cards: Card[]
- faces: String[]
- suits: String[]

+ Deck()
+ displayCards(): void