

<b>MyInteger</b>
+value: int
+MyInteger(num: int)
+getValue(): int
+isEven(): boolean
+isEven(n: int): boolean
+isEven(n: MyInteger): boolean
+isOdd(): boolean
+isOdd(n: int): boolean
+isOdd(n: MyInteger): boolean
+isPrime(): boolean
+isPrime(n: int): boolean
+isPrime(n: MyInteger): boolean
+equals(b: int): boolean
+equals(b: MyInteger): boolean
+parseInt(c: char[]): int
+parseInt(s: String): int

<b>Circle2D</b>
+x: double
+y: double
+radius: double
+Circle2D()
+Circle2D(newx: double, newy: double, newrad: double)
+getX(): double

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