

MyInteger (10.3)
<ul style="list-style-type: none"> - Value: int + MyInteger(value: int) + getValue(): int + isEven(): boolean + isOdd(): boolean + isPrime(): boolean
<ul style="list-style-type: none"> + <u>isEven(value: int): boolean</u> + <u>isOdd(value: int): boolean</u> + <u>isPrime(value: int): boolean</u> + <u>isEven(value: MyInteger): boolean</u> + <u>isOdd(value: MyInteger): boolean</u> + <u>isPrime(value: MyInteger): boolean</u> + equals(value: int): boolean + equals(value: MyInteger): boolean + <u>parseInt(chars: char[])</u> + <u>parseInt(str: String)</u>

Circle2D (10.11)
<ul style="list-style-type: none"> - x: double - y: double - radius: double
<ul style="list-style-type: none"> + 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