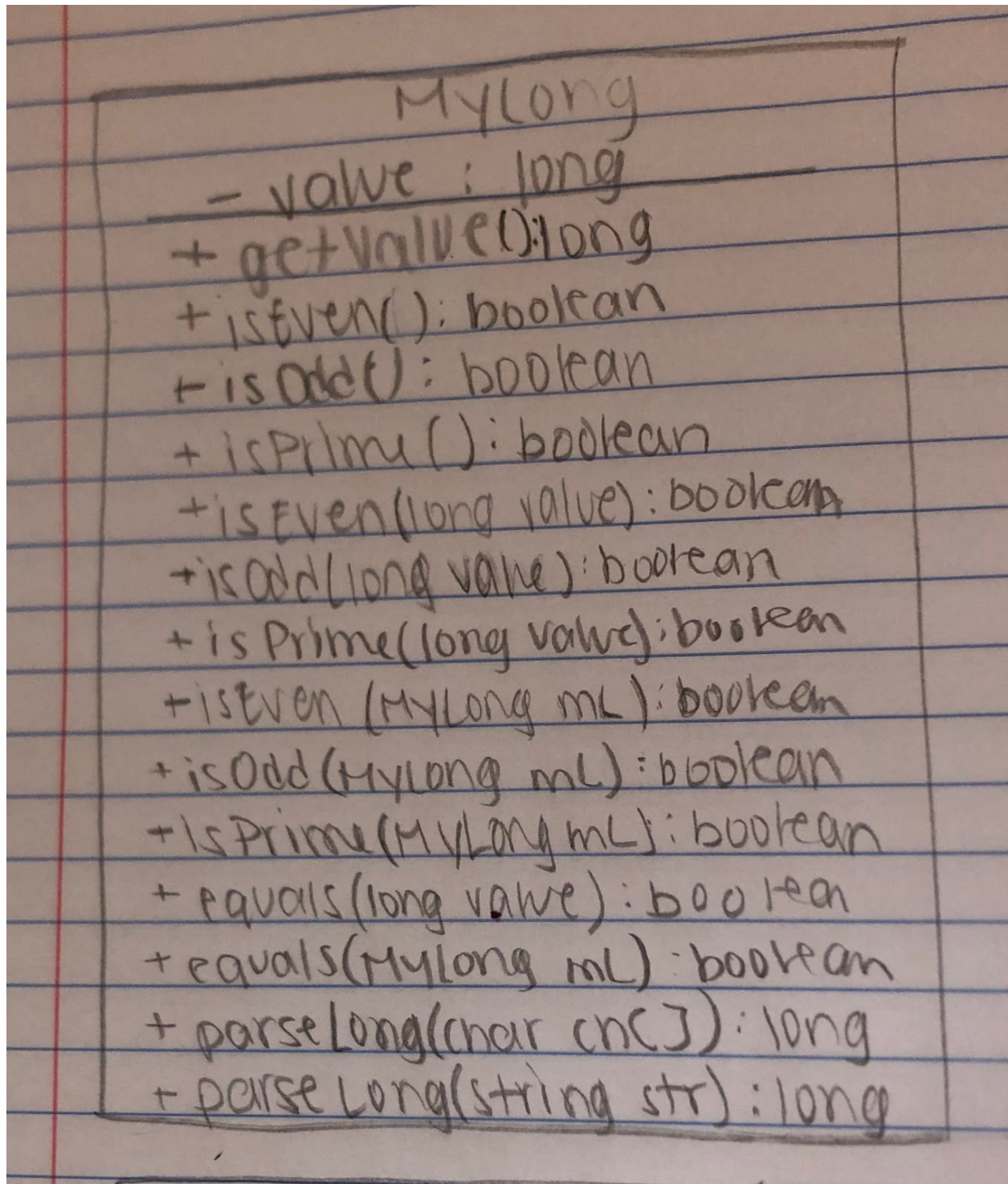


Problem 1:



```
MyLong
- value : long
+ getValue(): long
+ isEven(): boolean
+ isOdd(): boolean
+ isPrime(): boolean
+ isEven(long value): boolean
+ isOdd(long value): boolean
+ isPrime(long value): boolean
+ isEven(MyLong ml): boolean
+ isOdd(MyLong ml): boolean
+ isPrime(MyLong ml): boolean
+ equals(long value): boolean
+ equals(MyLong ml): boolean
+ parseLong(char cnc[]): long
+ parseLong(string str): long
```

Problem 2:

singleCard	Deck
- face, suit: string	+ display(): void
+ getFace(): string	
+ setFace(): void	
+ getSuit(): string	
+ setSuit(): void	
+ toString(): string	