

10.03
MyInteger
+ value: int + newValue: int + odd: boolean + even: boolean + prime: boolean + divisor: int
+ isEven(): Boolean + isOdd(): Boolean + isPrime(): Boolean + getValue(): int + getNewValue(): int <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[]): int</u> <u>+parseInt(str: String): int</u>

10.11
Circle2D
+ x: double + y: double + radius: double
Circle2D(double x, double y, double radius) Circle2D() + getX(): double + getY(): double + getRadius(): double + getArea(): double + getPerimeter(): double + contains(double x, double y): Boolean + contains(Circle2D circle): Boolean + overlaps(Circle2D circle): boolean