

MyInteger
-value: int
+MyInteger(value: int) +getValue(): int +isEven(): boolean +isOdd(): boolean +isPrime(): Boolean +isEven(value: int): boolean +isOdd(value: int): boolean +isPrime(value: int): boolean +isEven(value: MyInteger): boolean +isOdd(value: MyInteger): boolean +isPrime(value: MyInteger): boolean +equals(value: int): boolean +equals(value: MyInteger): boolean +parseInt(chars: char[]) +parseInt(str: String)

Circle2D
-x: double -y: double -radius: double
+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