My Long
-value:long
+MyLong(value:long) +getvalue():long +isEven():boolean +isOdd():boolean +isPrime():boolean +isEven(mylog:long):boolean +isOdd(mylog:long):boolean +isPrime(mylog:long):boolean +isEven(mylog:Mylong):boolean +isOdd(mylog:Mylong):boolean +isPrime(mylog:Mylong):boolean +equals(mylog:Mylong):boolean +parseLong(values:ch[]):long +parseLong(value:String):long

```
+------------------------------+
|             Deck             |
+------------------------------+
|                              |
|        -suits:string[]       |
|        -faces:String[]       |
|        -Card:object[]        |
|                              |
+------------------------------+
|                              |
|          +Deck()             |
|        +OutPut:viod          |
|                              |
+------------------------------+


+------------------------------+
|             Card             |
+------------------------------+
|                              |
|         -face:String         |
|         -suit:String         |
|                              |
+------------------------------+
|                              |
|      +Card(String:String)    |
|       +getFace():String      |
|   +setFace(face:String):void |
|       +getSuit():String      |
|    +setSuit(suit:String)void |
|       +toString():string     |
|                              |
+------------------------------+
```

```
+-----------------------------------------------+
|                    Circle                     |
+-----------------------------------------------+
|                  -x:double                    |
|                  -y:double                    |
|               -radius:double                  |
+-----------------------------------------------+
| +Circle()                                     |
| +Circle(x:double,y:double,radius:double)      |
| +getX():double                                |
| +getY():double                                |
| +getRadius():double                           |
| +getArea():double                             |
| +getPerimeter():double                        |
| +contains(x:double,y:double):boolean          |
| +contains(circle:circle):boolean              |
| +OverLops(Circle:Circle):boolean              |
+-----------------------------------------------+
```