MyInteger

MyInteger
+ value: int
+ MyInteger() + MyInteger (value: int) + getInt(): int + isEven(): boolean + isOdd(): boolean + isPrime(): boolean + <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(array: char[]): int</u> + <u>parseInt(value: String): int</u>

Circle2D

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(circle: Circle2D): boolean + overlaps(circle: Circle2D): boolean