

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

☐ Shadow

RunLong

- n: long
- s: String
+MyLonng()
+isEven()
+isOdd()
+isPrime()
+isEqualss()
+getValue()

