

UML Diagrams

Question 10.3

| My Integer |
|---|
| - value: int |
| + MyInteger(num: int) + getValue() * int + isEven() * boolean + isOdd() * boolean + isPrime() * boolean + isEven(num: int) * boolean + isOdd(num: int) * boolean + isPrime(num: int) * boolean + isEven(myInteger: MyInteger) * boolean + isOdd(myInteger: MyInteger) * boolean + isPrime(myInteger: MyInteger) * boolean + parseInt(n: char[]) * int <<static>> + parseInt(n: String) * int <<static>> |

Question 10.5

Question 10.9

Question 10.11

| Circle2D |
|---|
| - x: double - y: double - radius: double |
| + circle() + circle(xValue: double, yValue: double, rValue: double) + getRadius() * double + getArea() * double + getPerimeter() * double + contains(xP: double, yP: double) * boolean + contains(circle: Circle2D) * boolean + overlaps(circle: Circle2D) * boolean |

