My Integer

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

Circle2D

-x: double
-y: double
-radius: double

+getArea(): double
+getPerimeter(): double
+contains(x:double, y:double): boolean
+contains(circle:Circle2D): boolean
+overlaps(circle:Circle2D): boolean