

## Lab 7 UML's

| Lab7Problem10_3_MyInteger   |
|---|
| - value:int   |
| + Lab7Problem10_3_MyInteger(int num)<br>+ returnValue():int<br>+ isEven():boolean<br>+ isOdd():boolean<br>+ isPrime():boolean<br>+ <u>isEven1(value:int):boolean</u><br>+ <u>isOdd1(value:int):boolean</u><br>+ <u>isPrime1(value:int):boolean</u><br>+ <u>isEven2(returnEven: Lab7Problem10_3_MyInteger):boolean</u><br>+ <u>isOdd2(returnOdd: Lab7Problem10_3_MyInteger):boolean</u><br>+ <u>isPrimen2(returnPrime: Lab7Problem10_3_MyInteger):boolean</u><br>+ equals(value1:int):boolean<br>+ equals1(returnEquals:Lab7Problem10_3_MyInteger):boolean<br>+ <u>parseInt(array:char[]):int</u><br>+ <u>parseInt(array:String):int</u> |

| Lab7Problem10_11   |
|--|
| - x:double<br>- y:double<br>- radius:double  |
| + Lab7Problem10_11()<br>+ Lab7Problem10_11(x,y,radius)<br>+ getX():double<br>+ getY():double<br>+ getRadius():double<br>+ getArea():double<br>+ getPerimeter():double<br>+ contains(x,y):boolean<br>+ contains(circle:Lab7Problem10_11):boolean<br>+ overlaps(circle:Lab7Problem10_11):boolean |