MyInteger
-value: int
+MyInteger(value: int) +getValue(): int +isEven(): boolean +isOdd(): boolean +isPrime(): boolean +isEven(x: int): boolean +isOdd(x: int): boolean +isPrime(x: int): boolean +isEven(myInt: MyInteger): boolean +isOdd(myInt: MyInteger): boolean +isPrime(myInt: MyInteger): boolean +equals(x: int): boolean +equals(myInt: MyInteger): boolean +parseInt(myChar: char[]): int +parseInt(myString: String): int

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