UML 1:

Fan{

private:

int speed;

double radius;

bool on;

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public:

int GetSpeed();

double GetRadius();

string GetOn();

void SetSpeed(int newspeed);

void SetRadius(double newradius);

void SetOn(bool power);

Fan();

};

UML 2:

QuadraticEquation{

private:

int a, b, c;

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public:

QuadraticEquation(int A, int B, int C);

QuadraticEquation(){};

int GetA();

int GetB();

int GetC();

int GetDiscriminant();

double GetRoot1();

double GetRoot2();

};

UML 3:

EvenNumber{

private:

int value;

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public:

EvenNumber();

EvenNumber(int e);

int GetValue();

int GetNext();

int GetPrevious();

};

UML 5:

MyInteger{

private:

int value;

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public:

MyInteger(int v);

int getValue() const;

bool isEven() const;

bool isOdd() const;

bool isPrime() const;

static bool isEven(int v);

static bool isOdd(int v);

static bool isPrime(int v);

static bool isEven(const MyInteger& i);

static bool isOdd(const MyInteger& i);

static bool isPrime(const MyInteger& i);

bool equals(int v) const;

bool equals(const MyInteger& i);