

MyInteger
-value: int
+MyInteger(value: int) +isEven(): boolean +isOdd(): boolean +isPrime(): boolean +getValue(): int +equals(a: int): boolean +equals(a: MyInteger): boolean + <u>isEven</u> (a: int): boolean + <u>isOdd</u> (a: int): boolean + <u>isPrime</u> (a: int): boolean + <u>isEven</u> (a: MyInteger): boolean + <u>isOdd</u> (a: MyInteger): boolean + <u>isPrime</u> (a: MyInteger): boolean + <u>parseInt</u> (arr: char[]): int + <u>parseInt</u> (s: String): int

StackOfIntegers
-stack: Stack<Integer>
+StackOfIntegers() +push(i: int) +printStack()

Course
-courseName: String -students: String[] -numberOfStudents: int
+Course(courseName: String) +addStudent(student: String) +getStudents(): String[] +getNumberOfStudents(): int +getCourseName(): String +dropStudent(student: String) +clear()

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(c: Circle2D): boolean +overlaps(c: Circle2D): boolean