

Exercise 10.3

MyInteger
-value: int
+MyInteger(newValue: int) +int getValue(): int +isEven(): boolean +isOdd(): boolean +isPrime(): boolean <u>+isEven(myInt: int): boolean</u> <u>+isOdd(myInt: int): boolean</u> <u>+isPrime(myInt: int): boolean</u> <u>+isEven(myInt: MyInteger): boolean</u> <u>+isOdd(myInt: MyInteger): boolean</u> <u>+isPrime(myInt: MyInteger): boolean</u> +equals(testInt: int): boolean +equals(myInt: MyInteger): boolean <u>+parseInt(values: char[]): int</u> <u>+parseInt(value: String): int</u>

Exercise 10.11

Circle2D
-x: double -y: double -radius: double
+Circle2D() +Circle2d (x, y, radius) +getX (): double +getY (): double +getRadius: double +getArea(): double +getPerimeter(): double +contains(x: double, y: double): boolean +contains(circle: Circle2D): boolean +overlaps(circle: Circle2D): boolean