Circle2D

+ x: double

+ y: double

+ radius(): double

+Circle2D()

+Circle2D(startX: double, startY: double, startRadius: double)

+getX(): double

+getY():double

+getRadius(): double

+ getArea(): double

+ getPerimeter(): double

+contains(x:double, y: double): Boolean

+contains(Circle2D: circle): Boolean

+overlaps(Circle2D: circle2D; circle): Boolean

UML For Question

10.3

MyInteger
+ value: int
+myInteger(int value)
+getvalue(): int
+isEven(): Boolean
+isOdd(): Boolean
+isPrime(): Boolean
+isEven(int number): Boolean
+isOdd(int: number): Boolean
+isPrime(int:number): Boolean
+isEven(MyInteger: number): Boolean
+isOdd(MyInteger: number): Boolean
+isPrime(Myinteger: number): Boolean
+equals(int: number): Boolean
+equals(MyInteger: number):Boolean
+ parseInt(char[]: array): Int
+ parseInt(String: array): Int