

UML DIAGRAMS LABS 7

Circle2D
-x: double - y: double +radius:double
+getX():double +getY():double +getRadius():double +Circle2D() +Circsle2D(double) +getArea():double +getPerimeter():double +contrains(Circle2D):boolean +overlaps(Circsle2D): :boolean +main(String[]):void

MyInteger
-value:int
+MyInteger(int) +getValue()int +isEven():boolean +isOdd():boolean +isPrime():boolean +isEven(int):boleean +isOdd(int):boolean +isPrime(int):boolean +isEven(MyInteger):boolean +isOdd(MyInteger):boolean +isPrime(MyInteger):boolean +equals(in):boolean +equals(MyInteger):boolean +parseInt(char[]):int +parseInt(String):int +main(String[]):void

