## MyInteger

+value: int

MyInteger(myInt)

+getInt(): int

+isEven(): boolean

+isOdd(): boolean

+isPrime(): boolean

+isEven(i: int): boolean

+isOdd(i: int): boolean

+isPrime(i: int): boolean

+isEven(myInt: MyInteger): boolean

+isOdd(myInt: MyInteger): boolean

+isPrime(myInt: MyInteger): boolean

+equals(i: int): boolean

+equals(myInt: MyInteger): boolean

+parseInt(arr: char[]): int

+parseInt(str: String): int

## Circle2D

+x: double

+y: double

+radius: double

Circle2D()

Circle2D(a: double, b: double, r: double)

+getX(): double

+getY(): double

+getRadius(): double

+getArea(): double

+getPerimeter(): double

contains(x: double, y: double): boolean

contains(circle: Circle2D): boolean

overlaps(circle: Circle2D): boolean