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Software Development 1

UML Class Diagram for MyInteger

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

UML Class Diagram for Circle2D

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(Circle2D insideCircle): boolean +contains(Circle2D overlapCircle): boolean