Steven Mumford

CS 172

Homework 3

UML diagrams

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| **Fan** |
| -speed: int  -radius: int  -on: bool |
| +Fan()  +setSpeed(newSpeed: int) : void  +setRadius(newRadius: int) : void  +turnOn() : void  +turnoff() : void  +getRadius() : double  +getSpeed() : int  +getOn() : bool |

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| **QuadraticEquation** |
| -a: double  -b: double  -c: double |
| +QuadraticEquation()  +getA() : double  +getB(): double  +getC(): double  +getDiescriminant(a :double, b: double, c: double): double  +getRoot1(a :double, b: double, c: double): double  +getRoot2(a :double, b: double, c: double): double |

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| **EvenNumber** |
| -value: int |
| +EvenNumber()  +getValue(): int  +getNext(): int  +getPrevious(): int |

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| **MyInteger** |
| -value: int |
| +MyInteger(int)  +getValue(): const int  +isEven(): const bool  +isOdd(): const bool  +isPrime(): const bool  +isEven(x: int) static bool  +isOdd(x: int) static bool  +isPrime(x: int) static bool  +isEven(x: const MyInteger&): static bool  +isOdd(x: const MyInteger&): static bool  +isPrime(x: const MyInteger&): static bool  +equals(y: int): const bool  +equals(p: const MyInteger&): const bool  +parseInt(s: const string&): int |