10.3	MyInteger
	− value: int
	+ MyInteger()
	+ MyInteger(newValue: int)
	+ getValue(): int
	+ setValue(value: int): void
	+ isEven(): boolean
	+ isOdd(): boolean
	+ isPrime(): boolean
	+ isEven(v: int): boolean
	+ isOdd(v: int): boolean
	+ isPrime(v: int): boolean
	+ isEven(m: MyInteger): boolean
	+ isOdd(m: MyInteger): boolean
	+ isPrime(m: MyInteger): boolean
	+ equals(i: int): boolean
	+ equals(m: MyInteger): boolean
	+ parseInt(p: char[]): int
	+ parseInt(p: String): int
	+ displayResults(m: MyInteger): void
	+ main(args: String[]): void

Circle2D
- x : double
- y : double
- radius : double
+ getX() : double
+ getY() : double
+ getRadius() : double
+ setRadius(radius : double) : void
+ Circle2D()
+ Circle2D(x : double, y : double, radius : double)
+ getArea() : double
+ getPerimeter() : double
+ distance(a : double, b : double) : double
+ contains(a : double, b : double) : boolean
+ contains(~~Circle2D~~ circ : Circle2D) : boolean
+ overlaps(circ : Circle2D) : boolean
+ main(args : String[]) : void