

MyInteger
+value: int
+MyInteger() +MyInteger(value:int) +getValue():int +isEven():boolean +isOdd():boolean +isPrime():boolean +isEven(a:int):boolean +isOdd(a:int):boolean +isPrime(a:int):boolean +isEven(a:MyInteger):boolean +isOdd(a:MyInteger):boolean +isPrime(a:MyInteger):boolean +equals(a:int):boolean +equals(a:MyInteger):boolean +parseInt(a:char[]):int +parseInt(a:String):int

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(circle:Circle2D): boolean +overlaps(circle:Circle2D): boolean