Unidade V:
Estruturas de Dados Básicas com Alocação Flexível - Introdução

Prof. Max do Val Machado

Instituto de Ciências Exatas e Informática
Curso de Ciência da Computação

Exercício

- Mostre a execução do programa abaixo

```
...
Cliente c1 = new Cliente(1, “aa”);
Cliente c2 = null;
c2 = c1;
c2 = null;
c2 = c1.clone();
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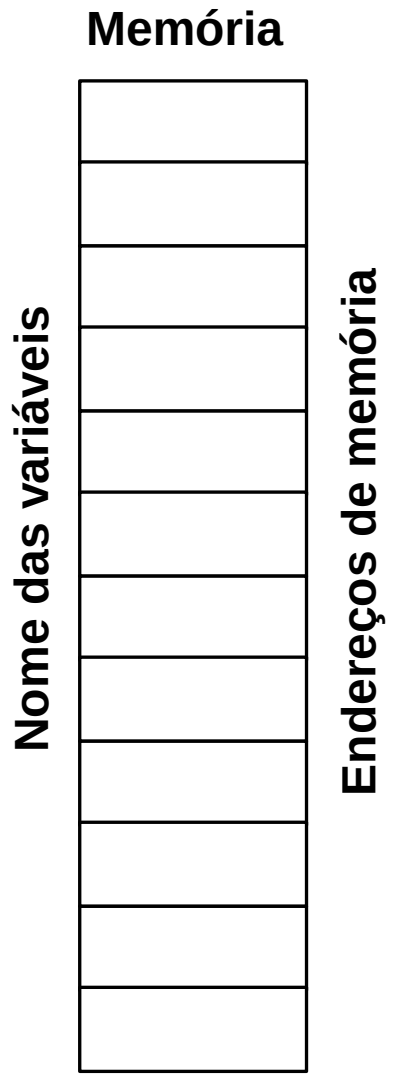

Representação gráfica

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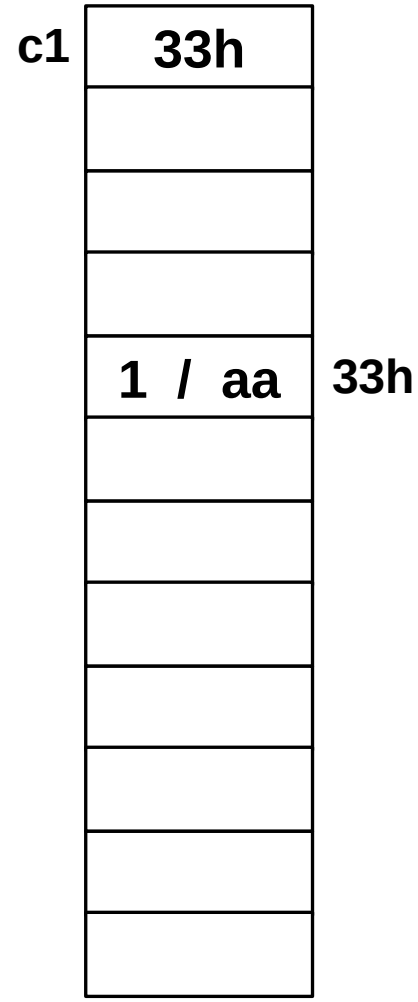

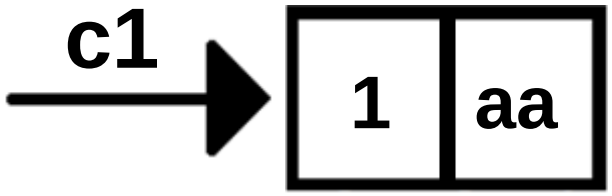

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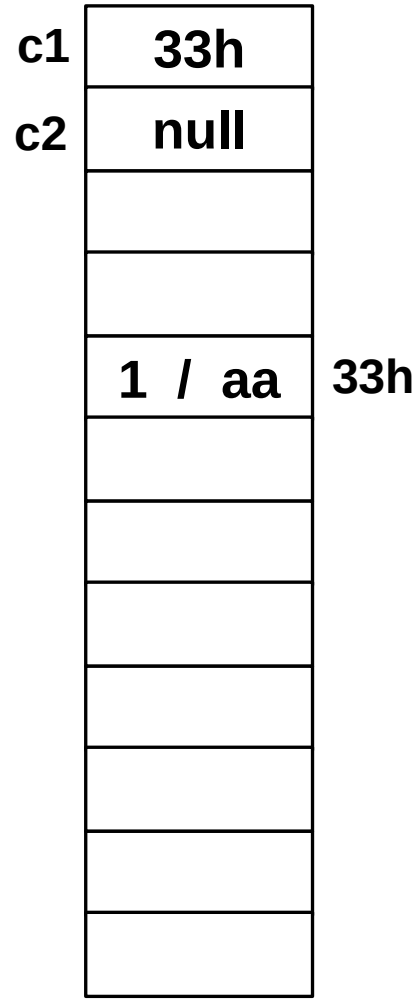

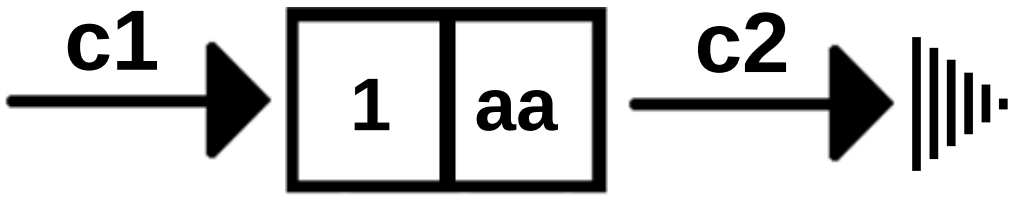

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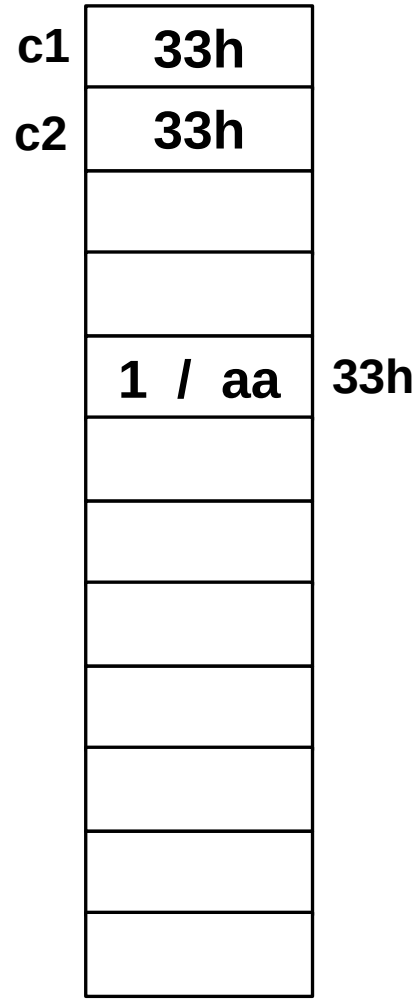

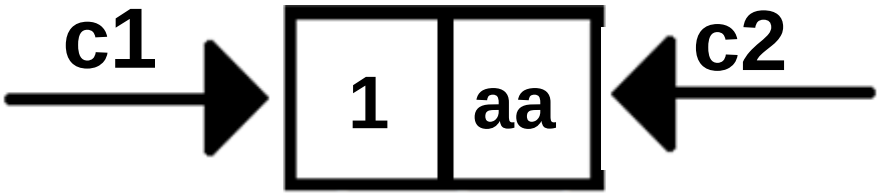

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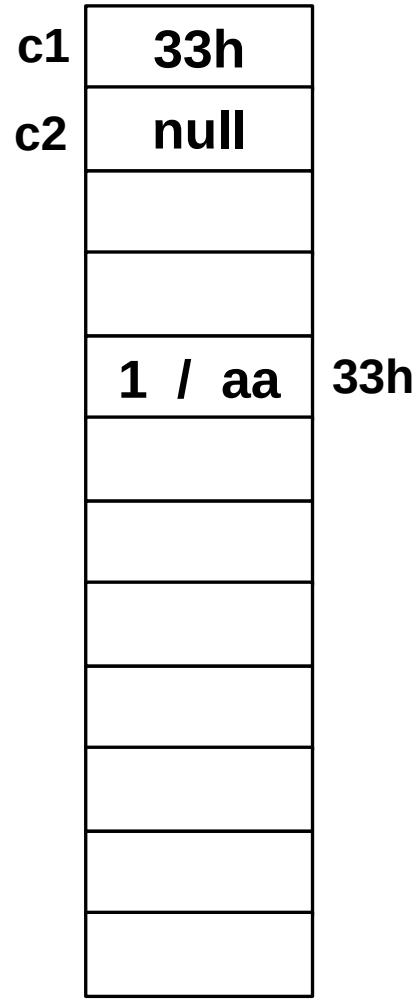

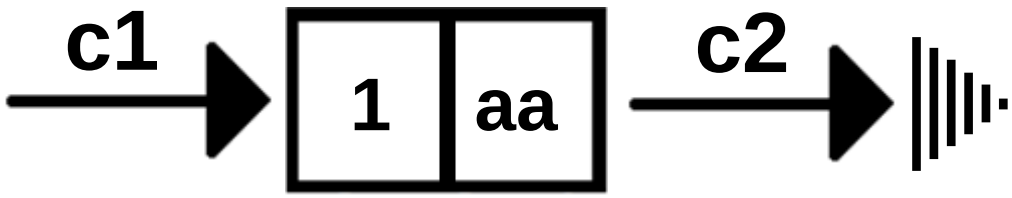

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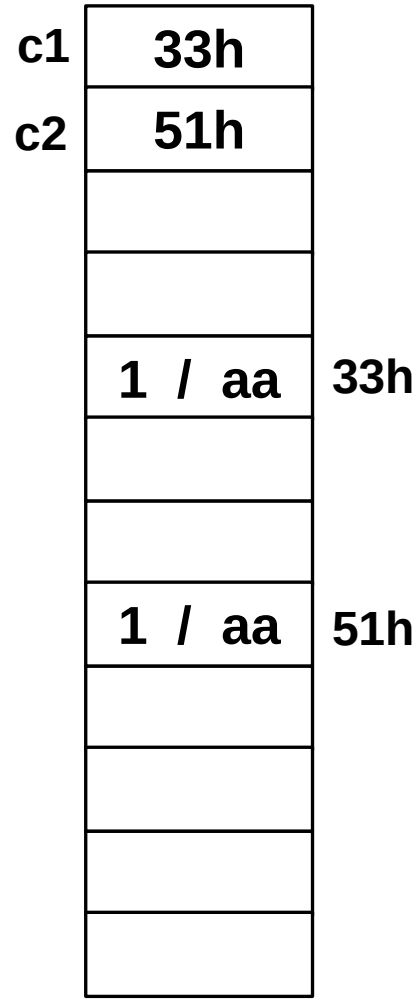
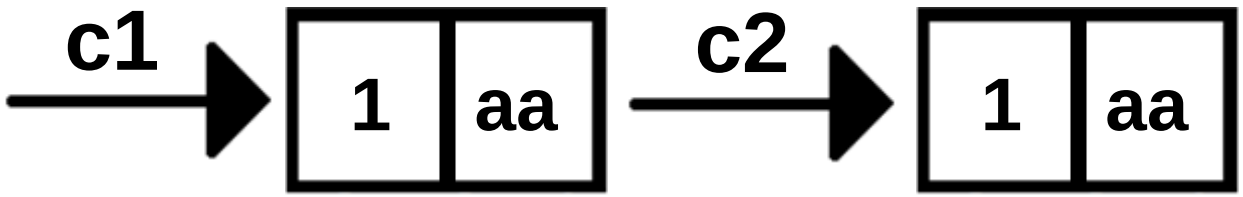
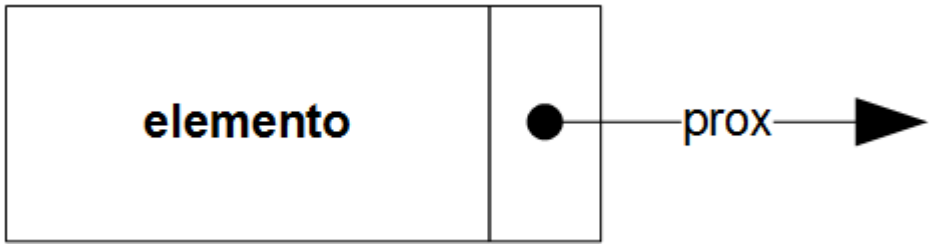
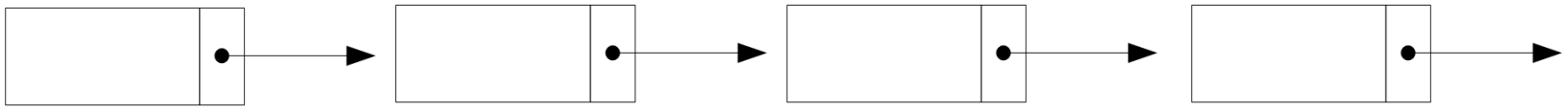




Exercício

- Crie uma classe célula contendo os atributos elemento (inteiro) e prox (apontador para outra célula)





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class Celula {
    public int elemento;
    public Celula prox;
    public Celula() {
        this(0);
    }
    public Celula (int x) {
        this.elemento = x;
        this.prox = null;
    }
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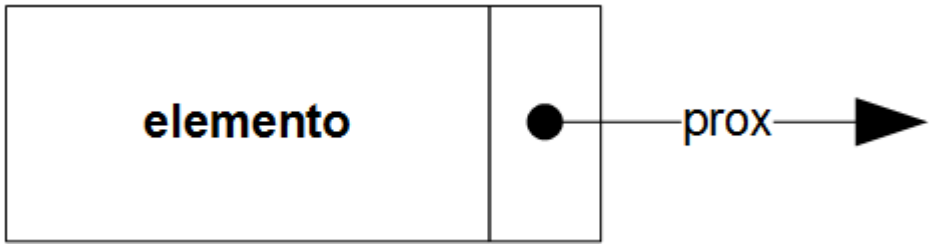

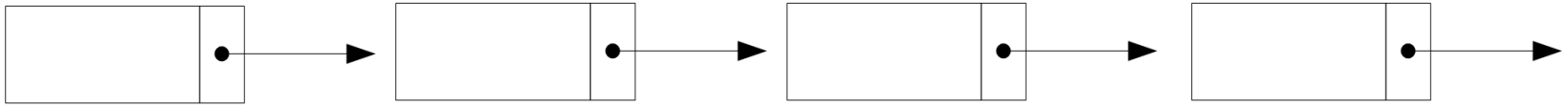

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- Mostre o que acontece se outra classe tiver o comando

Celula tmp = new Celula(3).

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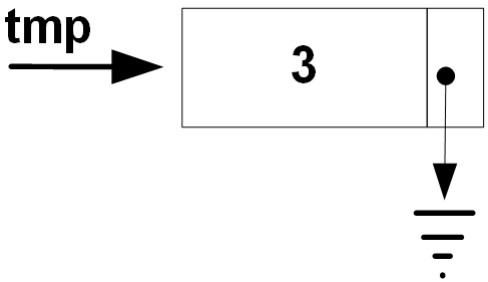

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