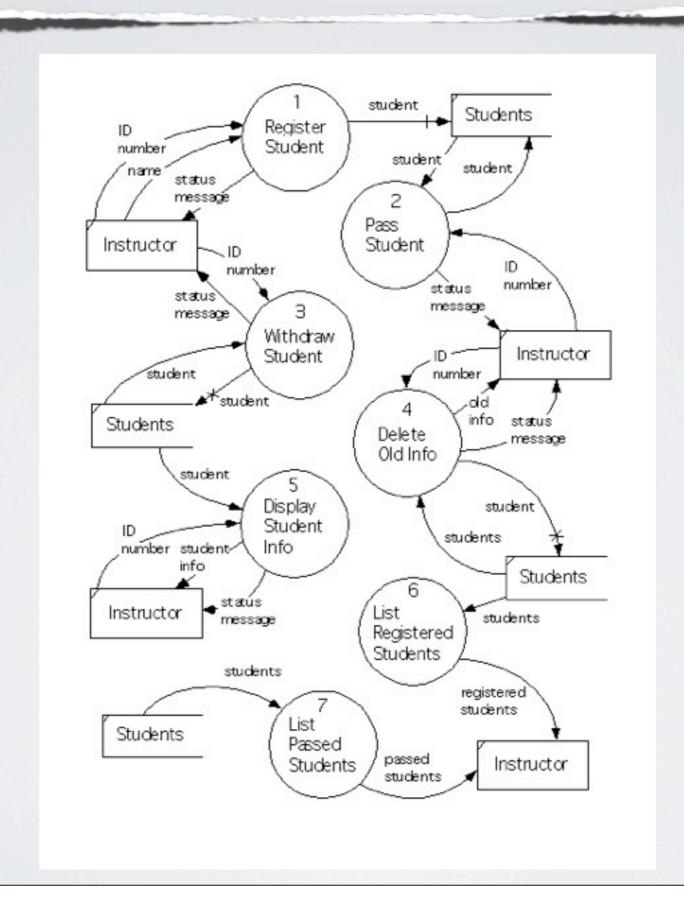
Introdução à programação procedimental com objetos



Comece com um DFD



Use objetos sem comportamentos

```
class EmtyPerson {
        private String name, lastName, nickname;
 9
        private int age;
10
        public String getName() {
118
12
            return name;
13
        public void setName(String name) {
14
15
            this.name = name;
16
        public String getLastName() {
17⊜
18
            return lastName;
19
        public void setLastName(String lastName) {
20⊟
            this.lastName = lastName;
21
22
        public String getNickname() {
23<sub>□</sub>
            return nickname;
24
25
        public void setNickname(String nickname) {
26⊜
27
            this.nickname = nickname;
28
29⊜
        public int getAge() {
30
            return age;
31
        public void setAge(int age) {
32<sub>0</sub>
33
            this.age = age;
34
35
```

Exponha seus objetos

Use Herança (SEMPRE)

```
class A {
 80
        public void main() {
             doSystemMostImportantTask();
        }
10
11
120
        private void doSystemMostImportantTask() {
13
             // very important thing
14
15
16
17
    class B extends A{
18⊟
        @Override
₹19
        public void main() {
             System.out.println( "whatever" );
20
21
         }
22
```

Programe Orientado à Implementação

```
public class Anakin {
  4
         public void newFriend(Jedi friend) {
  5<sub>B</sub>
             // new friend
  6
         }
  8
         public void turnToTheDarkSide() {
  9E
             newFriend(new Sith("The Emperor"));
10
 11
 12
 13
 14
    interface ForceCapabilities {
 16
 17
    class Jedi implements ForceCapabilities {
 19
 20
    class Sith implements ForceCapabilities {
         public Sith(String name) {
 220
 23
         }
 24
 25
 26
 27
```

Use variáveis globais

```
3
   class TimeGrandeDeSaoPauloSemLibertadores {
 4
       private static TimeGrandeDeSaoPauloSemLibertadores instance;
       public static synchronized TimeGrandeDeSaoPauloSemLibertadores getInstance() {
 78
            if (instance == null) {
 8
                instance = new TimeGrandeDeSaoPauloSemLibertadores("Corinthians");
 9
10
            return instance;
11
       }
12
13
14
        String name;
15
       public TimeGrandeDeSaoPauloSemLibertadores(String name) {
160
            this.name = name;
17
18
19
20E
       public static void main(String[] args) {
            TimeGrandeDeSaoPauloSemLibertadores.getInstance();
21
        }
22
23
24
```