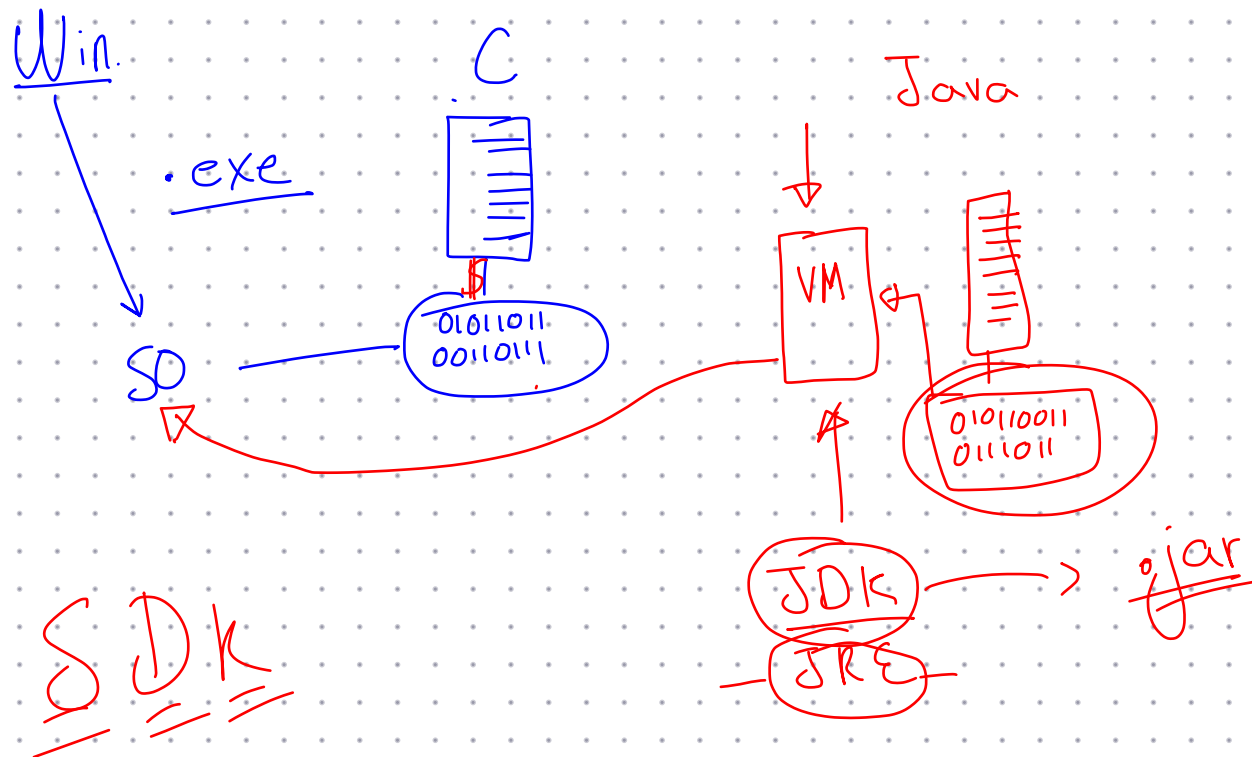


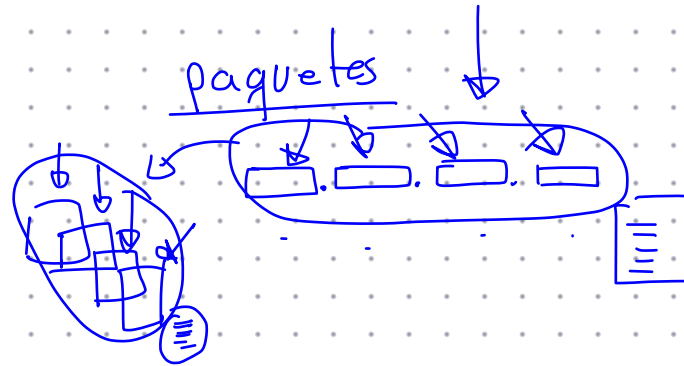


Curso de Java intermedio - Programación orientada a objetos





JDK — [JRE]
Eclipse IDE



Unidad. Basica

Clase
class

[Criterio Visibilidad] _ [Tipo dato respuesta] _ [nombre] ([tipoDato] _ [nombre] , [tipoDato] _ [nom]) { }

public
private
protected

void
short
int
long
float
double
bool
String
[]

short
int
long
float
double
bool
String

[]

short
int
long
float
double
bool
String

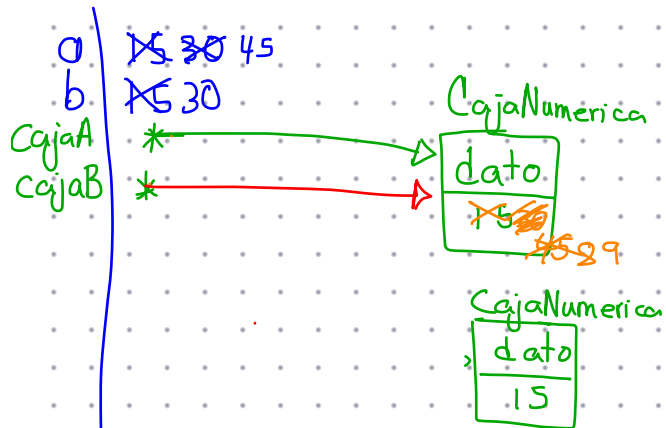
[]

return [Variable];

```
public int sumar(int a, int b) {  
    int suma = a + b;  
    return suma;  
}
```

```
public void imprimirTabla(int numeroParaTabla) {  
    =====
```

```
}  
public void imprimirTodasTablas() {  
    =====  
}
```

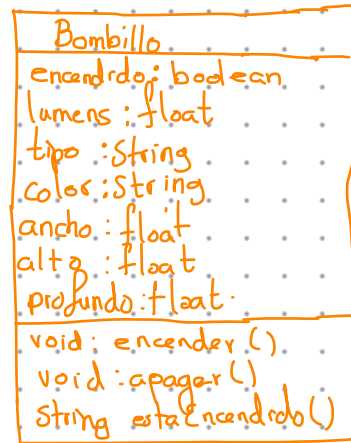


Pantalla

30	30
15	15
45	45
30	45
	89
	89

caja B = caja A
cajaB = * →

UML



proyecto Herencia

