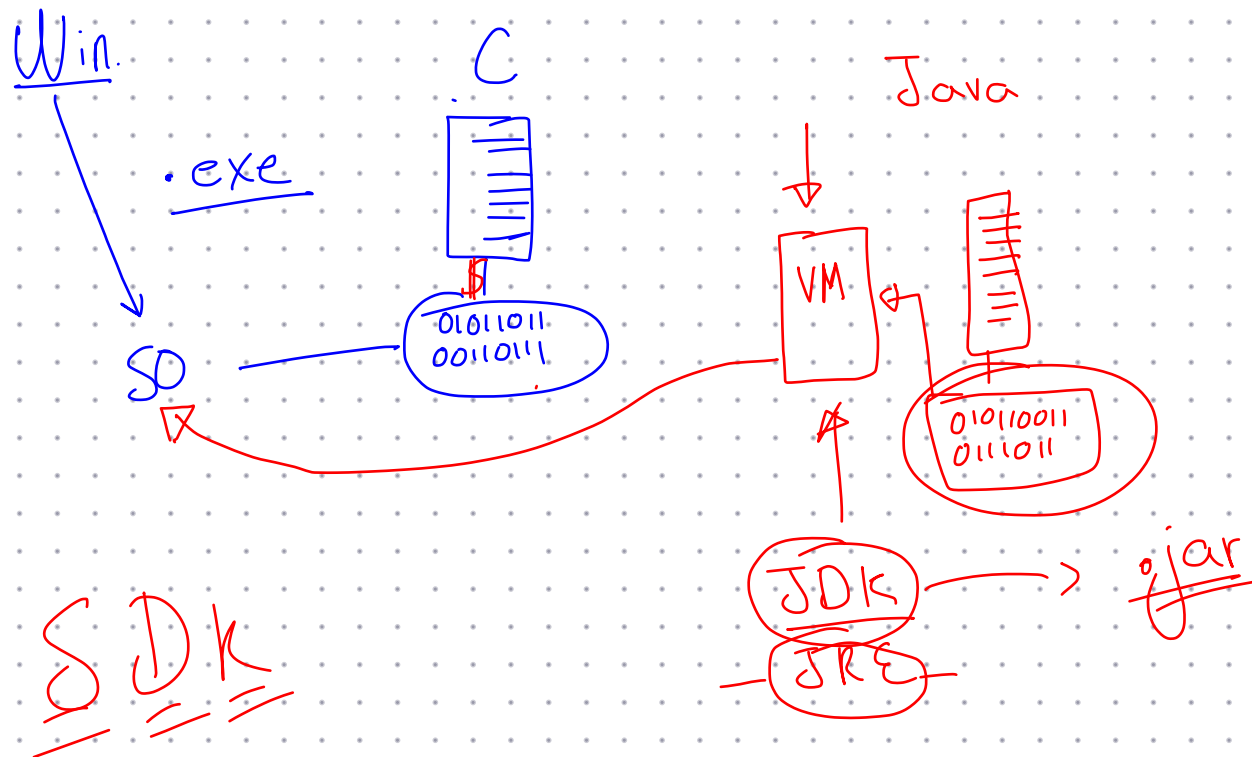


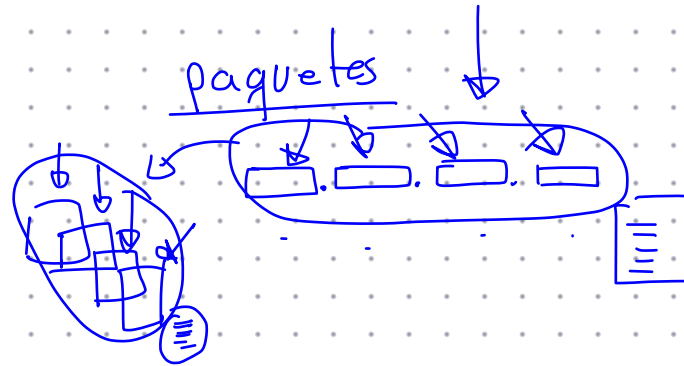


Curso de Java intermedio - Programación orientada a objetos





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

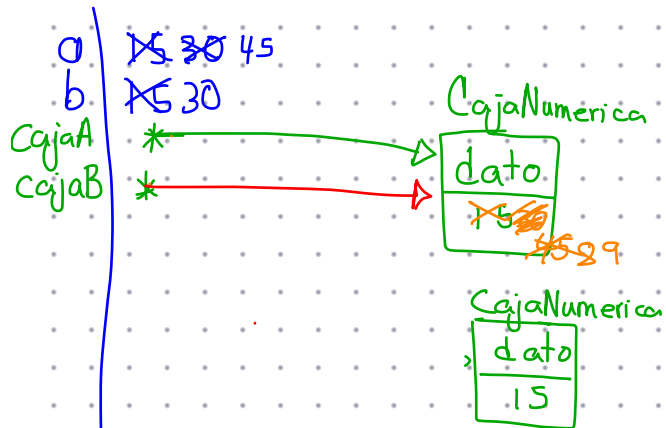
[]

return [Variable];

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

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

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



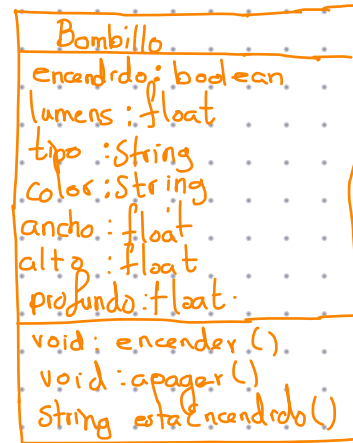
Pantalla

30	30
15	15
45	45
30	45
	89
	89

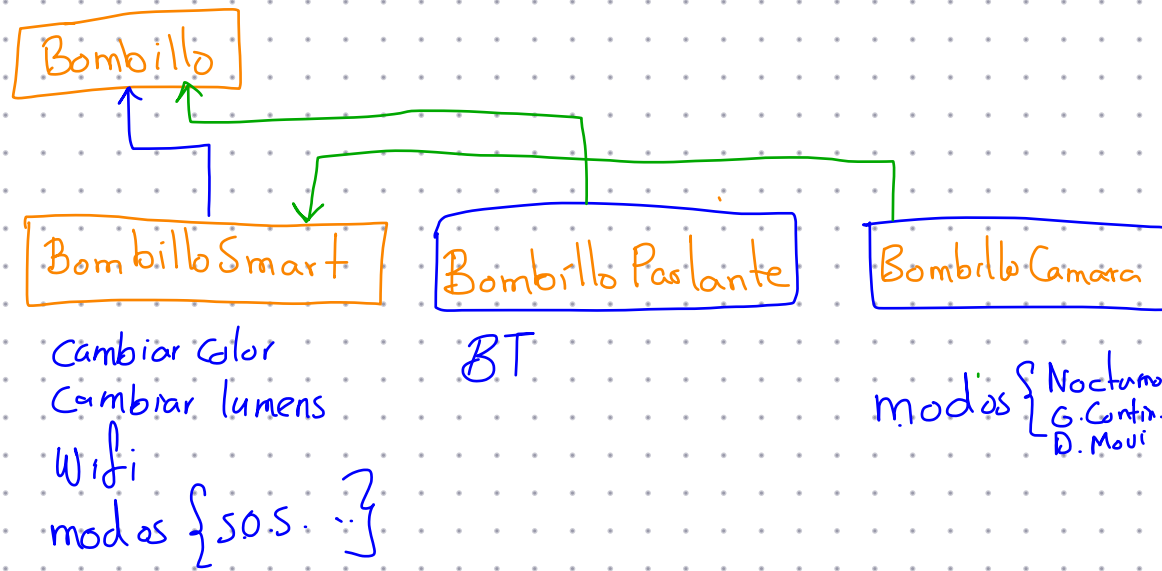
Caja B = Caja A

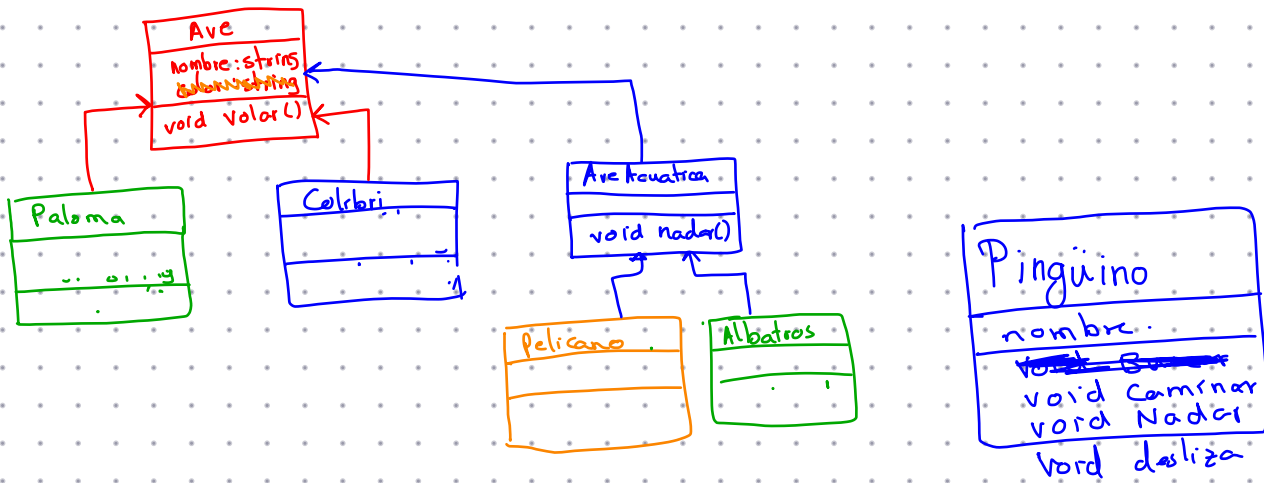
Caja B = * →

UML



proyecto Herencia

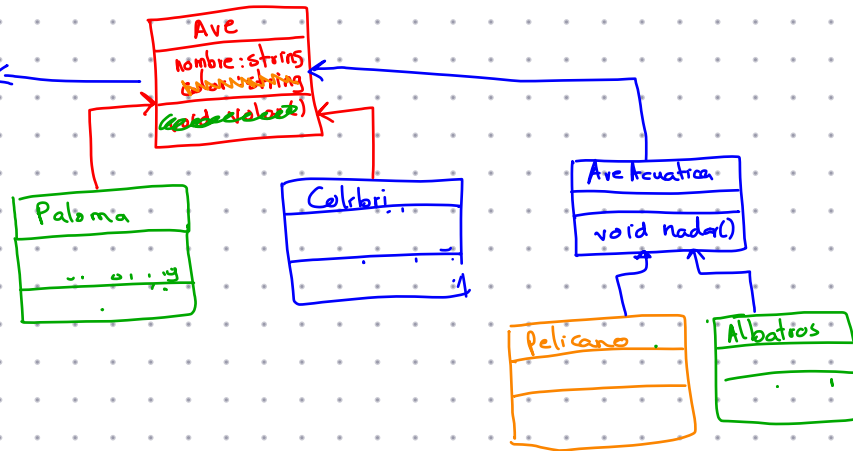




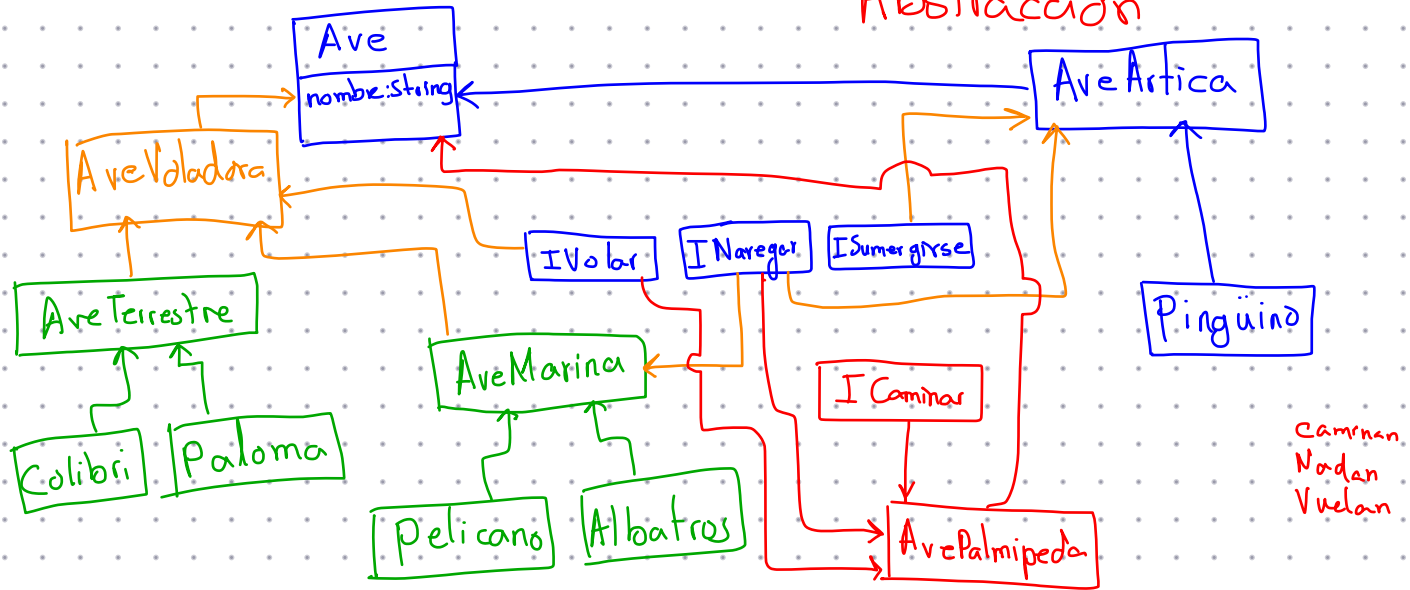


Interfaz
Comportamiento Volar

IVolar



Abstracción



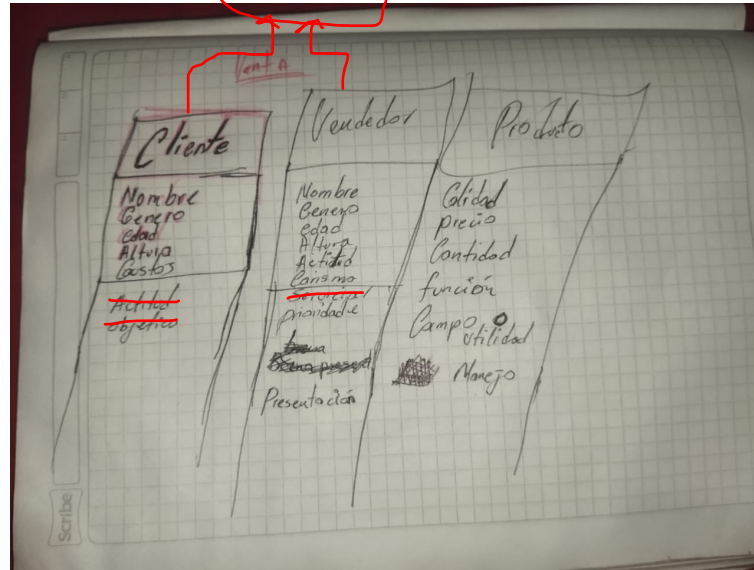
Venta

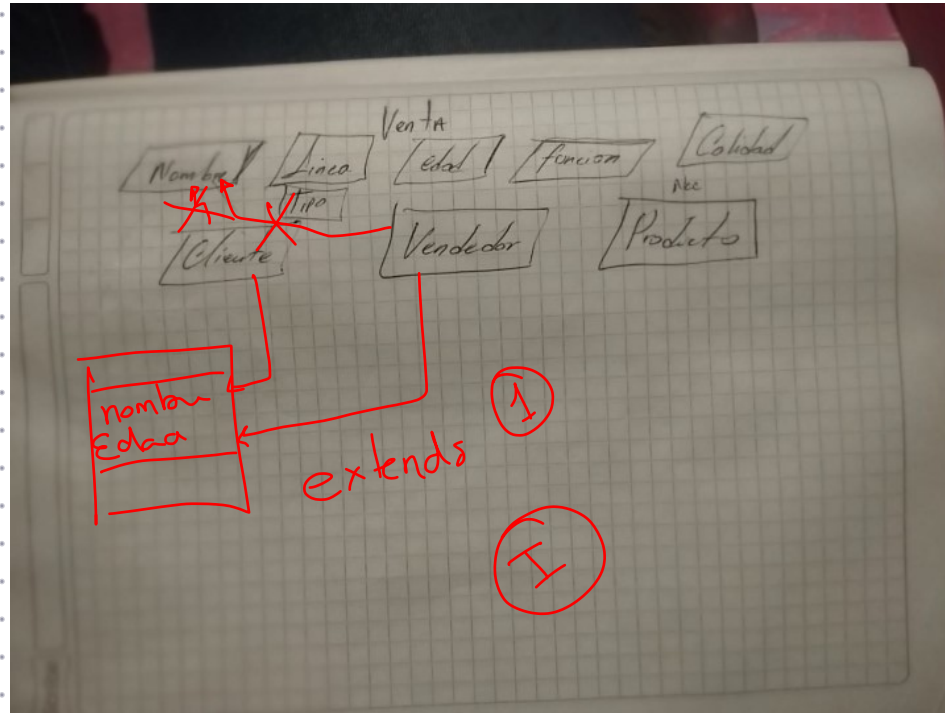
Cliente

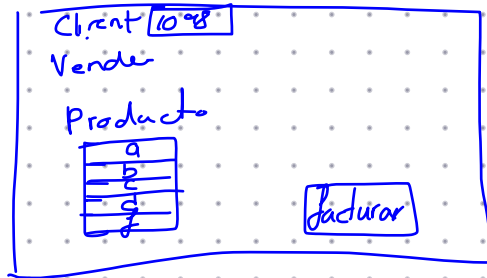
Producto

✓ endodor

Cliente







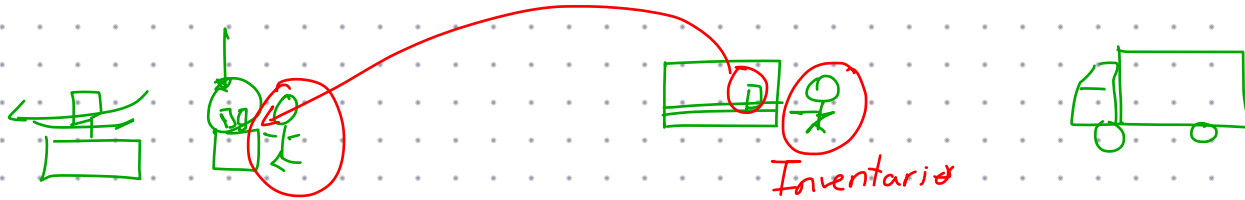
```

a.venderse();
b.venderse();
c.venderse();
d.venderse();
f.venderse();
  
```

→ -1
 → if == 0
 → a.agotarse();
 → a == 0;
 → c.agotarse();
 → d.agotarse();
 → f.agotarse();
 → f.agotarse();



Cafes. do lechu



venderse()

Existencias

20
- 10
<hr/>
10
- 3
<hr/>
7
- 7
<hr/>
0
- 3
<hr/>
3
- 2
<hr/>
5
- 5
<hr/>
0
+ 25
<hr/>
25

Inventario
Añadir Existencias

25

Objetos
Objetos como tipo de dato

Arrays ó Vectores

$a[5] \Rightarrow$

--	--	--	--	--

0 1 2 3 4

① Solo consuman la mem necesaria

② Elásticos

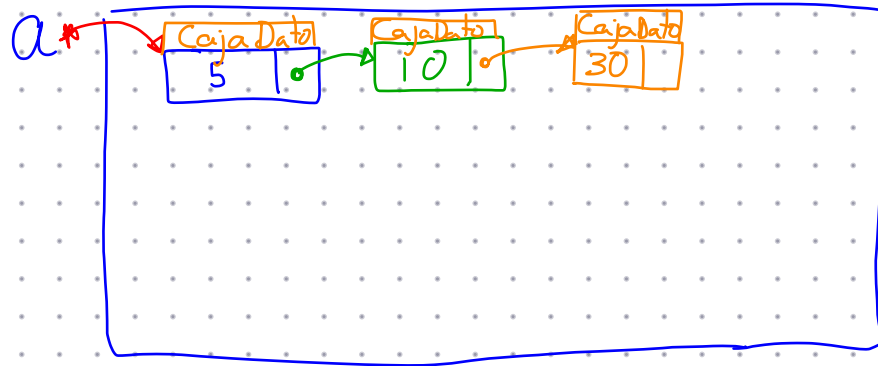
1, 2, 3 ... n

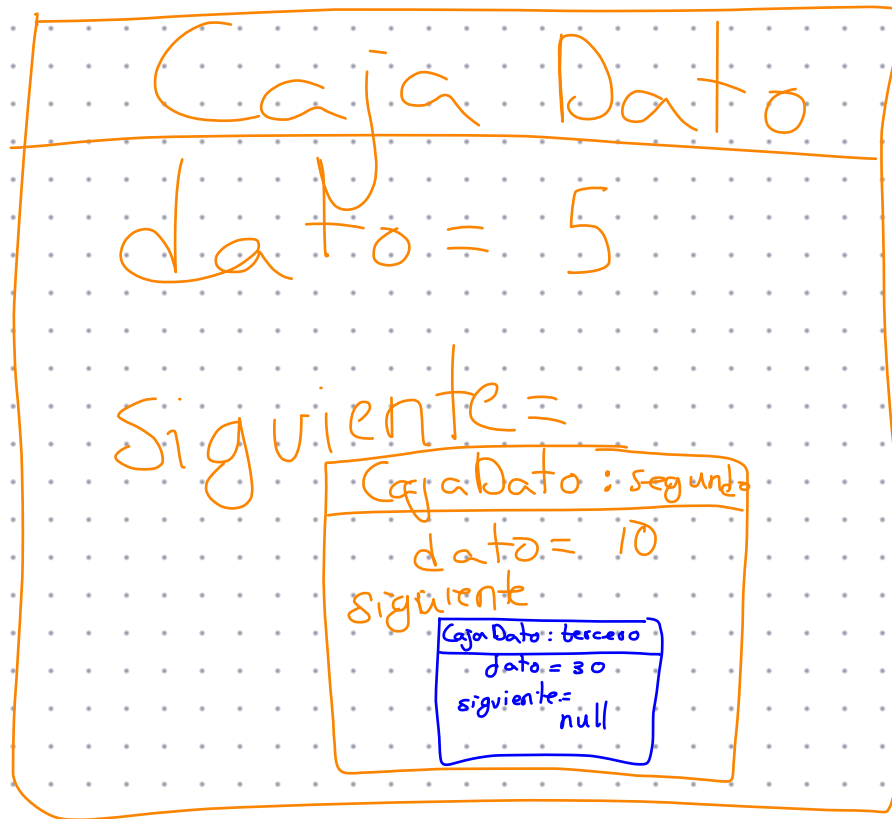
Listas

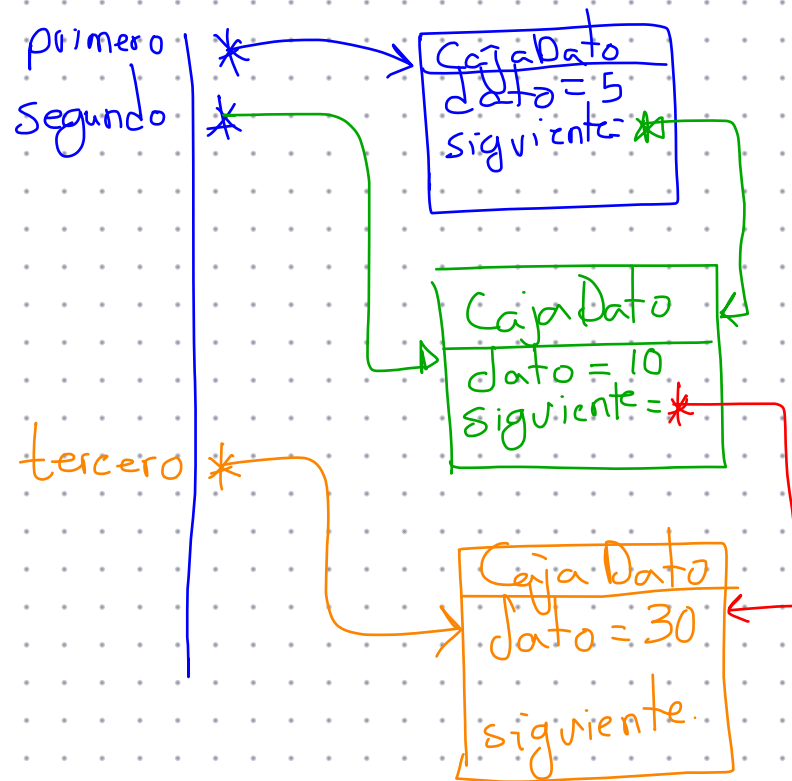
`new List();`

funcion
agregar

`a.agregar(5);`
`a.agregar(10);`
`a.agregar(30);`







1

- 1 Agregar
- 2 Imprimir Todos
- 9

2

- 1 Visualizar
- 2 Agregar

- 5
- 1 ver siguiente
- 2 ver anterior
- 9 Volver al menu principal

