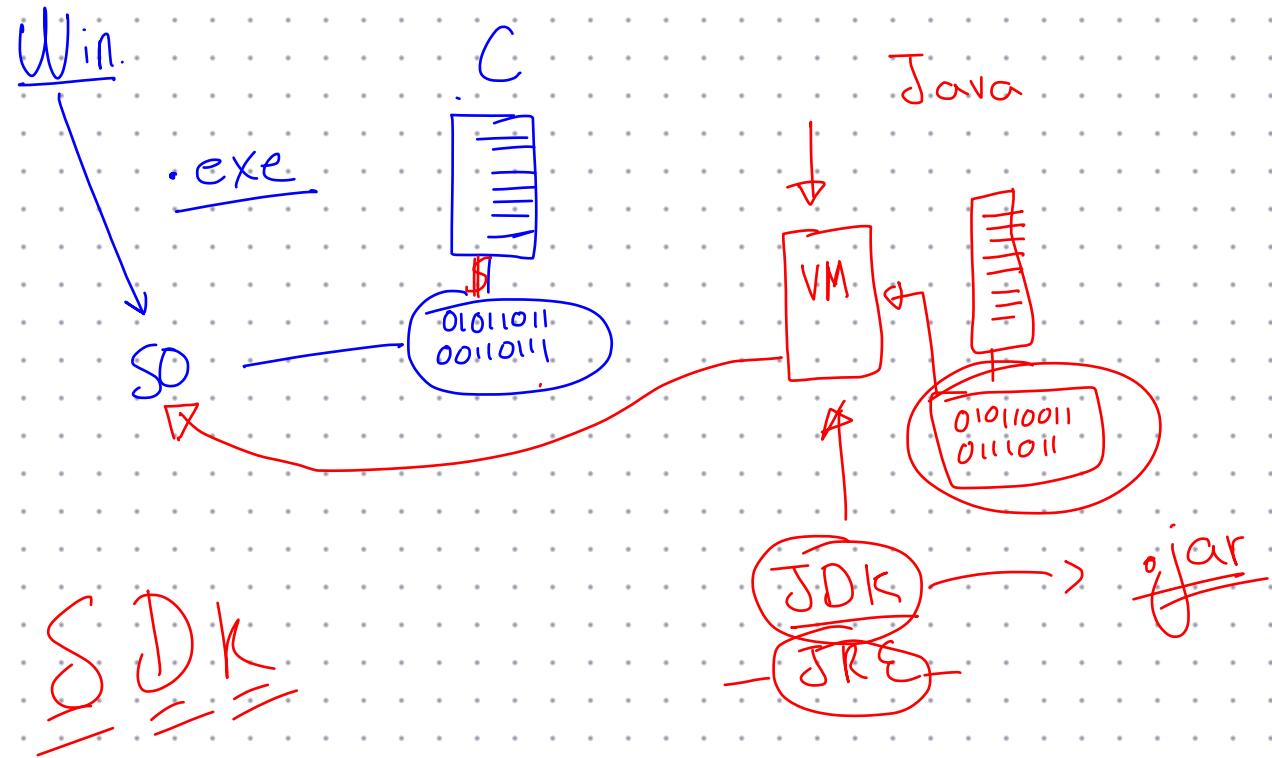


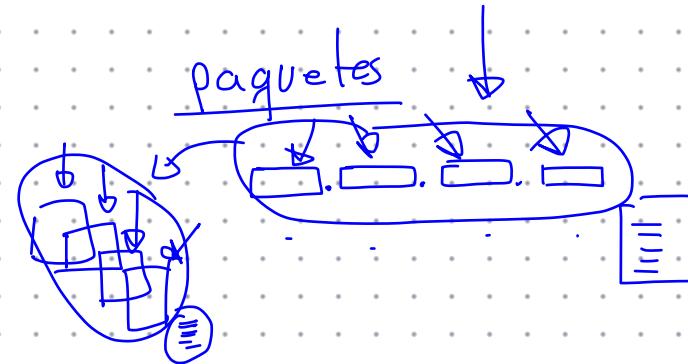
*Curso de Java intermedio - Programación
orientada a objetos*





JDK — [JRE]

Eclipse IDE



Unidad. Basica

Clase
class

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

public
private
protected

void
short
int
Long
float
double
bool
String
[]
return [Variable];

short
int
Long
float
double
bool
String
[]

short
int
Long
float
double
bool
String
[]

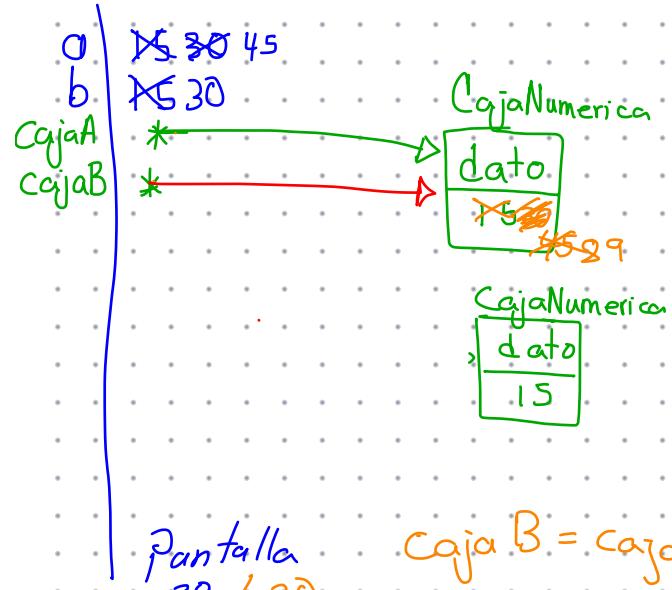
```
public int sumar (int a, int b) {  
    int suma = a+b;  
    return suma;  
}
```

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

====

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

====



Pantalla

30	30
15	15
45	45
30	45
89	89
89	89

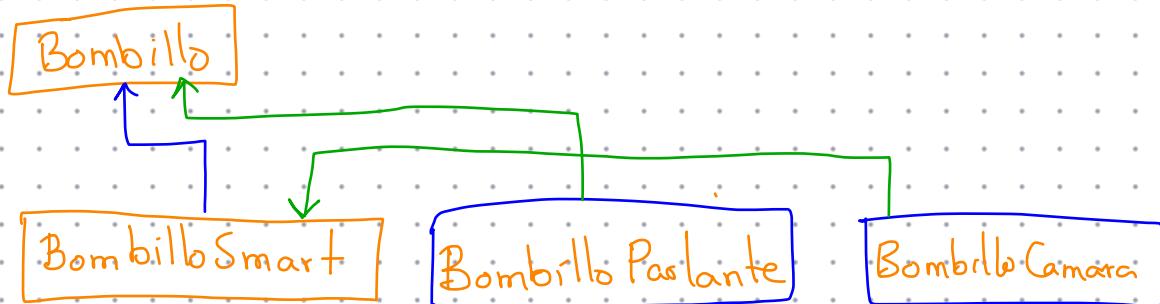
Caja B = caja A

CajaB = *

UML

```
Bombillo
encendido: boolean
lumens: float
tipo :String
color:String
ancho :float
alto :float
profundo:float
void : encender()
void : apagar()
String estaEncendido()
```

proyecto Herencia



Cambiar Color

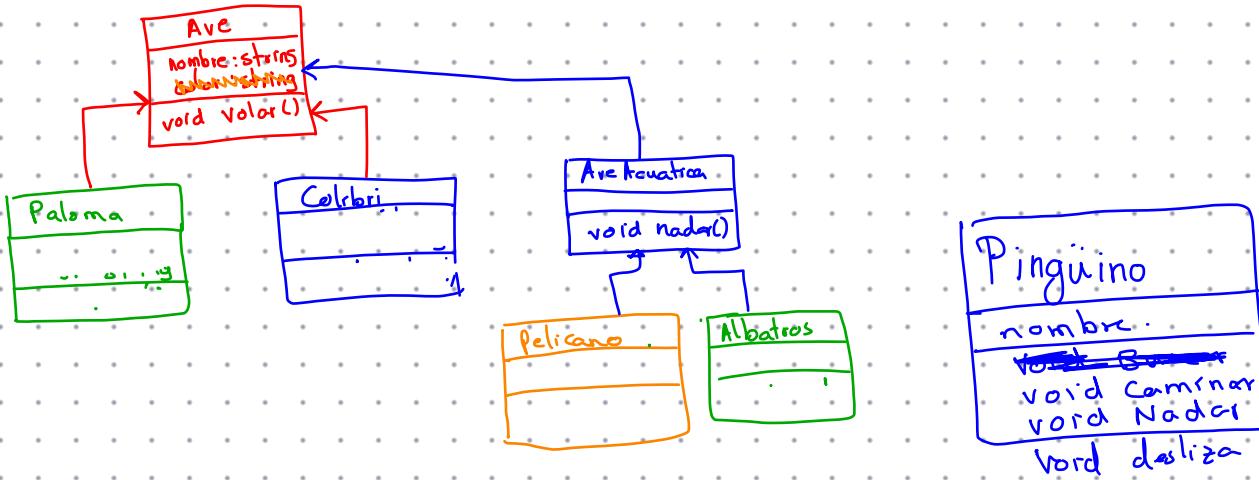
Cambiar lumens

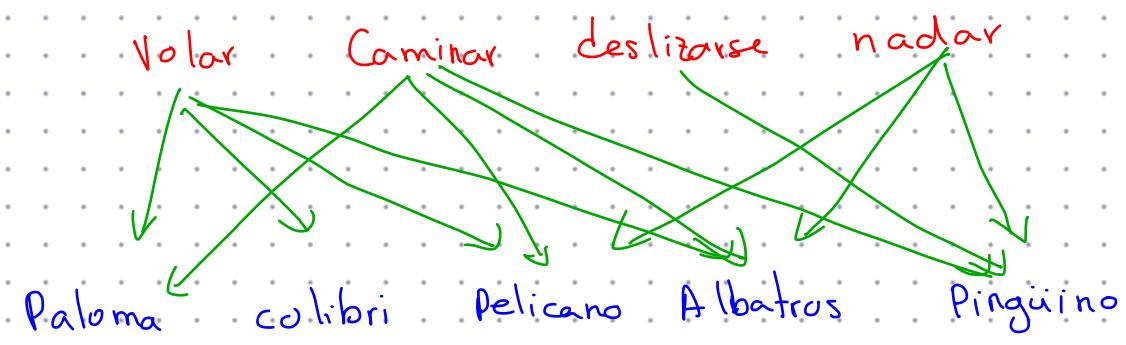
Wifi

modos { S.O.S. .. }

BT

modos { Nocturno
G.Contin.
D.Movi

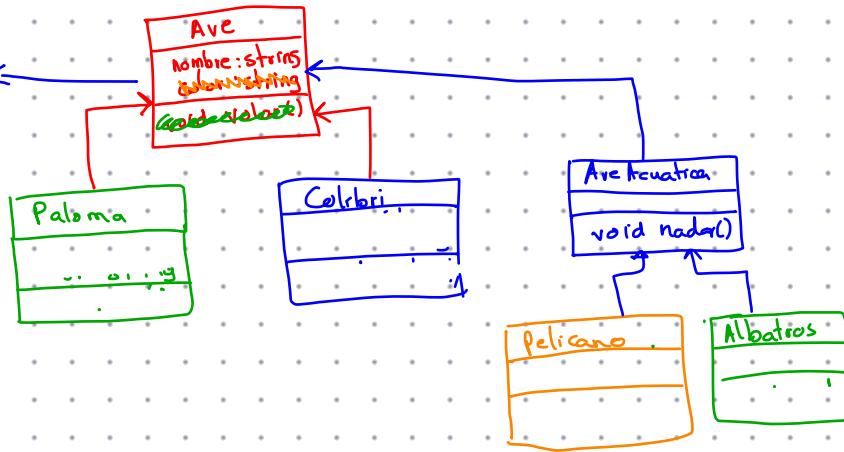


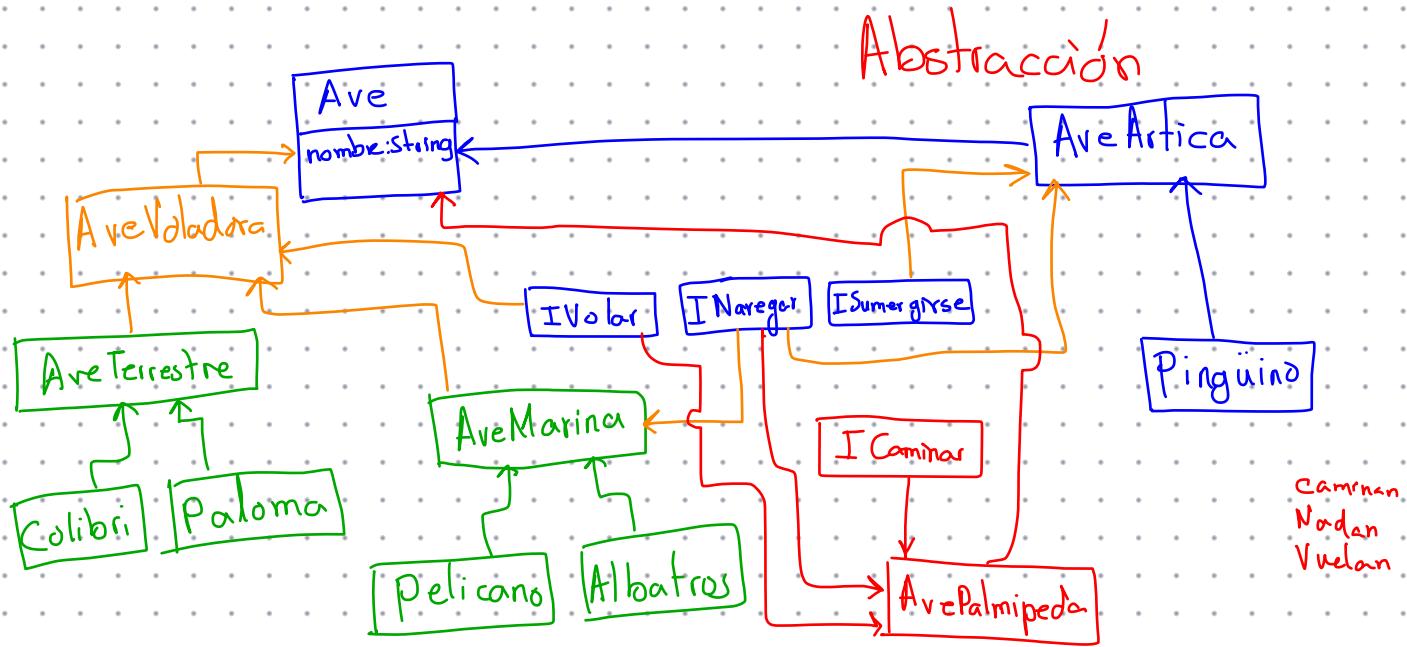


Interfaz

Comportamiento Volar

IVolar



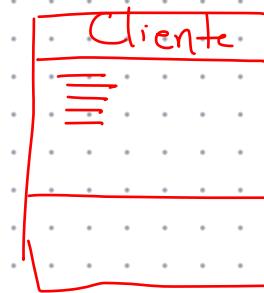


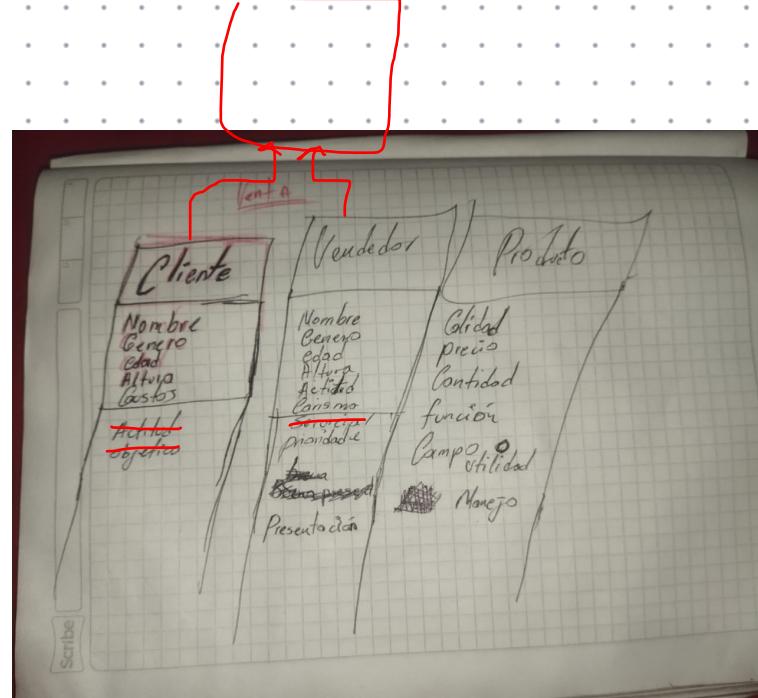
Venta

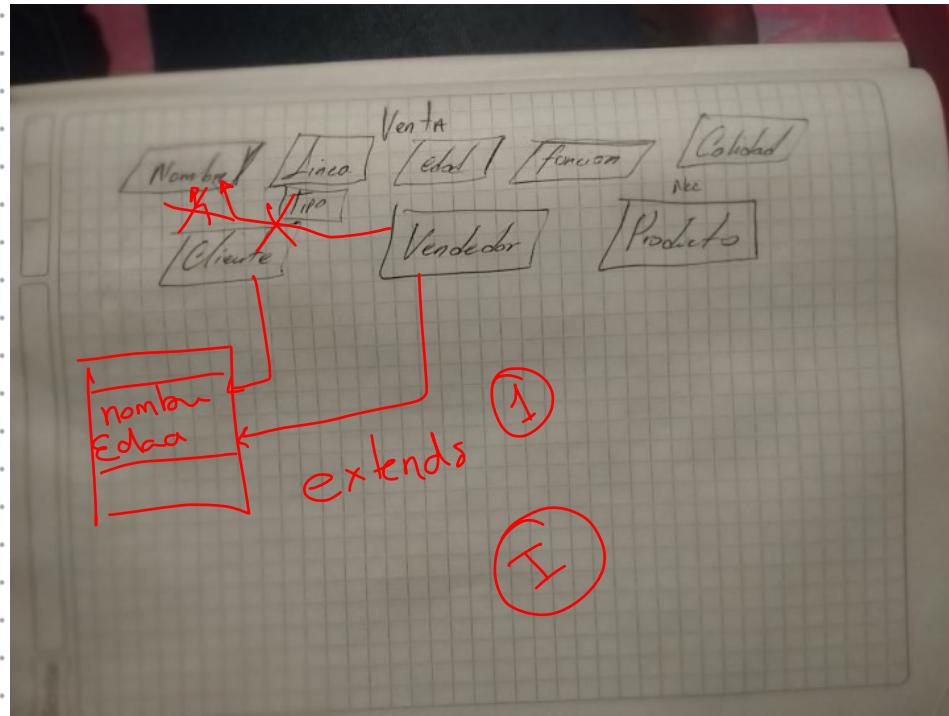
Cliente

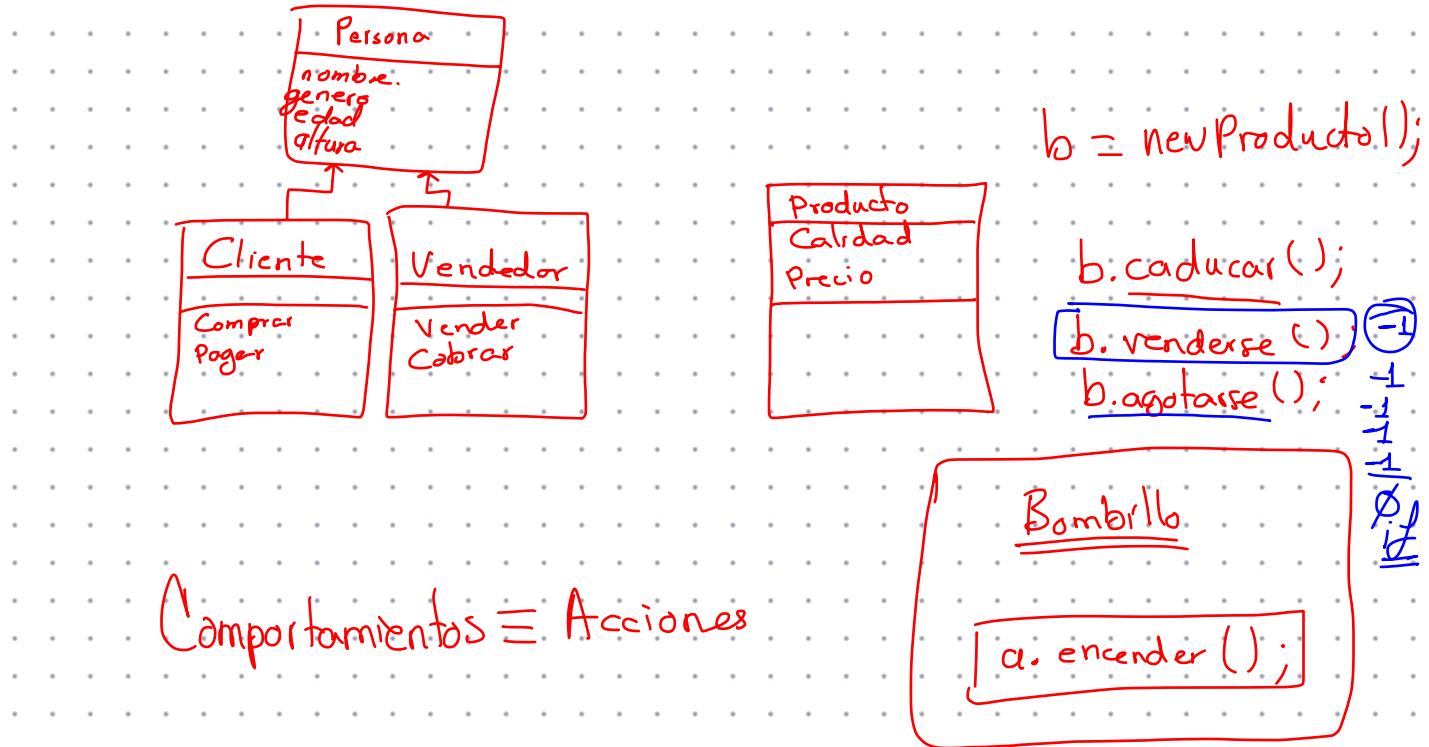
Producto

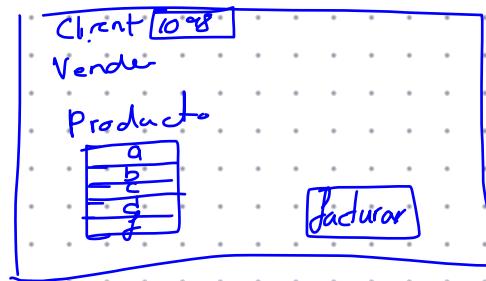
Vendedor









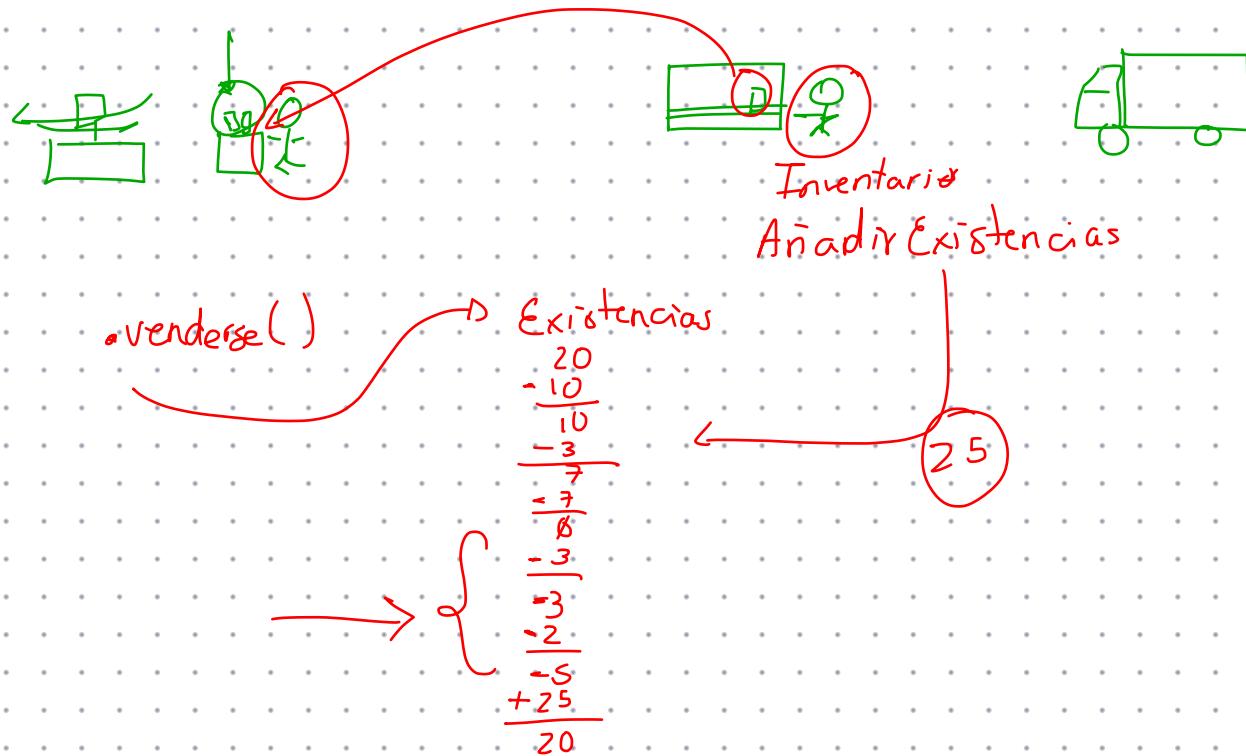


a.renderse();
 b.renderse();
 c.renderse();
 d.renderse();
 f.renderse();

-1
 if (f == 0)
 f = 1;
 fagotarse();
 fagotarse();
 fagotarse();
 fagotarse();



Cajos de leche



Objetos

Objetos como tipo de dato

Listas

`new Lista();`

funcion

agregar

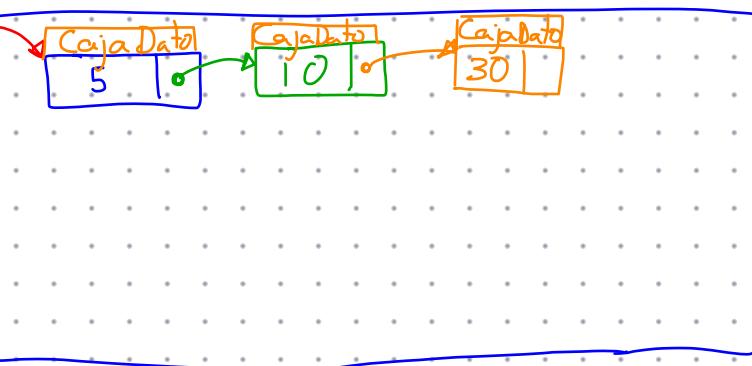
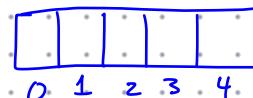
`a.agregar(5);`
`a.agregar(10);`
`a.agregar(30);`

- ① Solo consumen la mem necesaria
- ② Elasticos

$1, 2, 3 \dots n$

Arrays ó Vectores

`a[5] =>`

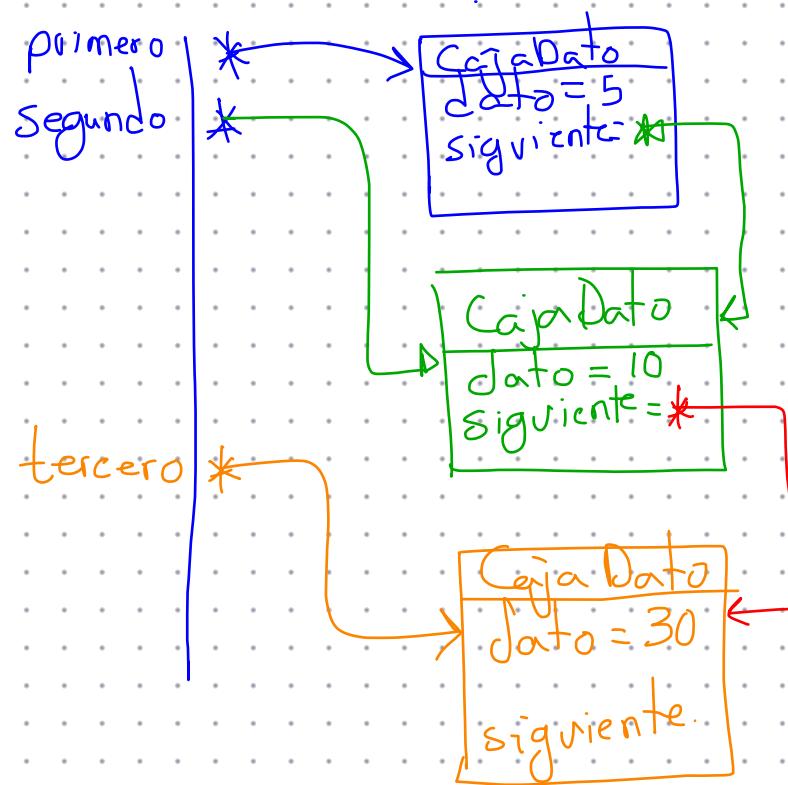


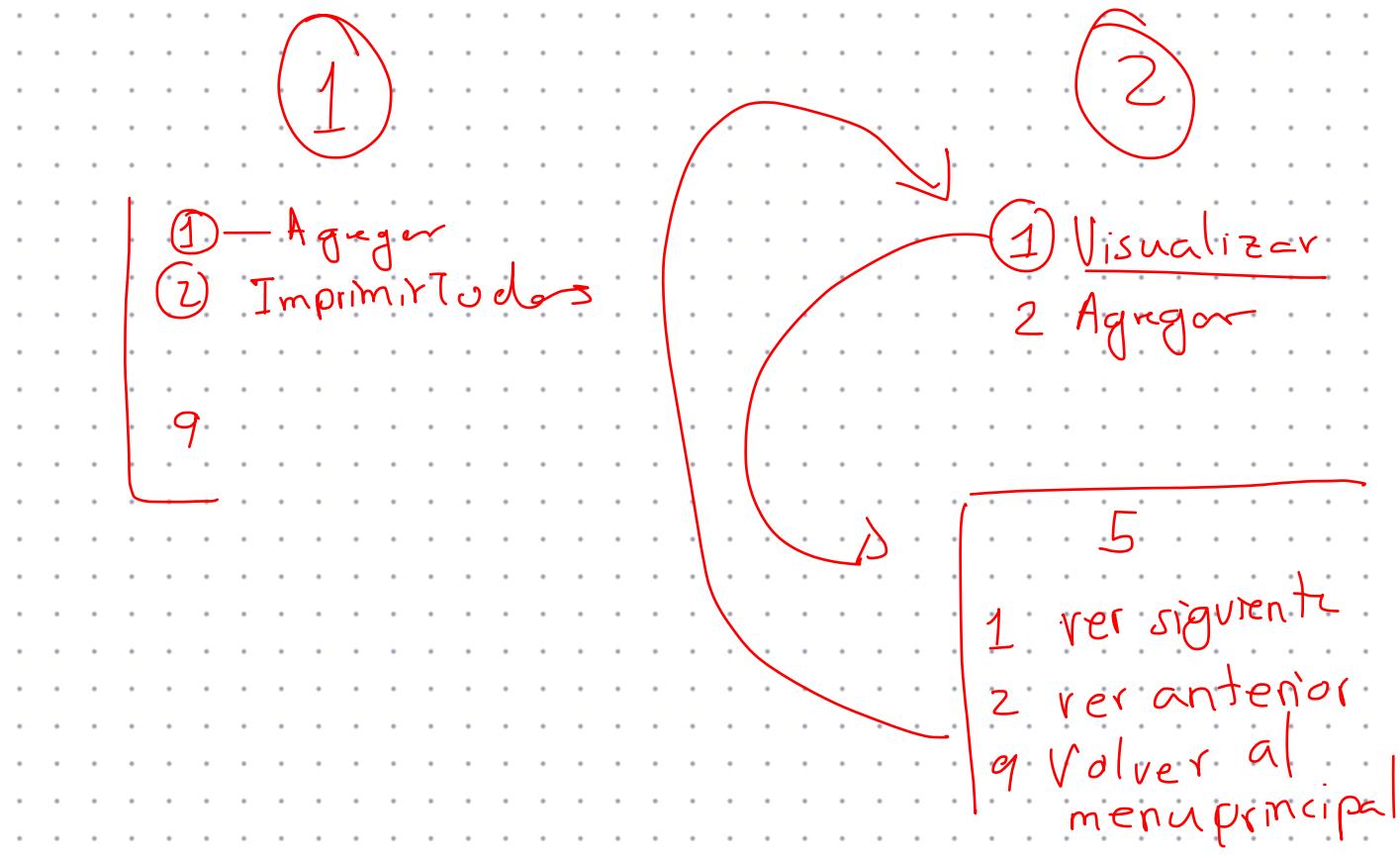
Caja Dato
dato = 5

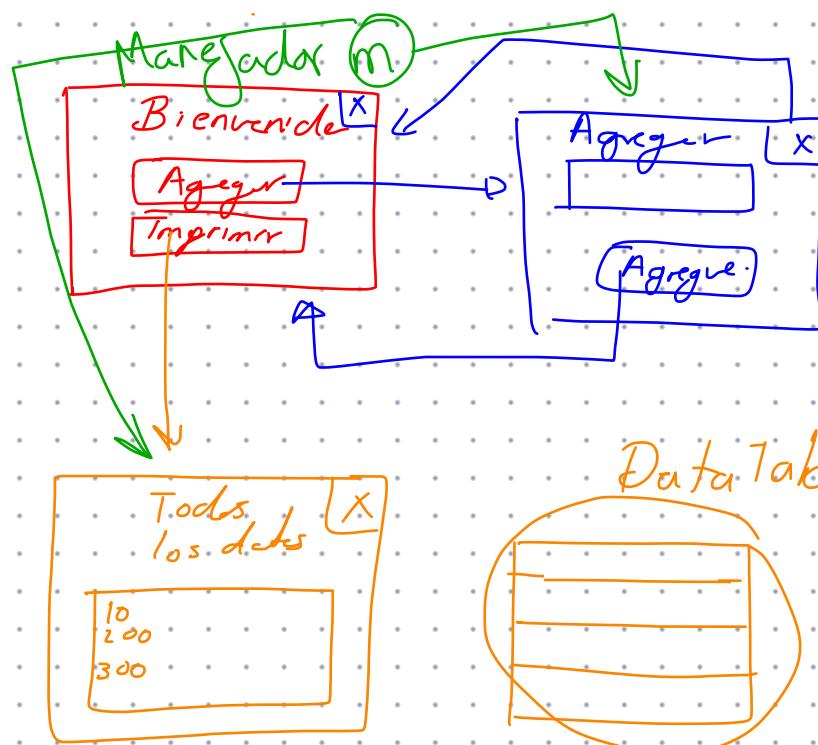
Siguiente =

CajaDato : segundo
dato = 10
siguiente

CajaDato : tercero
dato = 30
siguiente = null



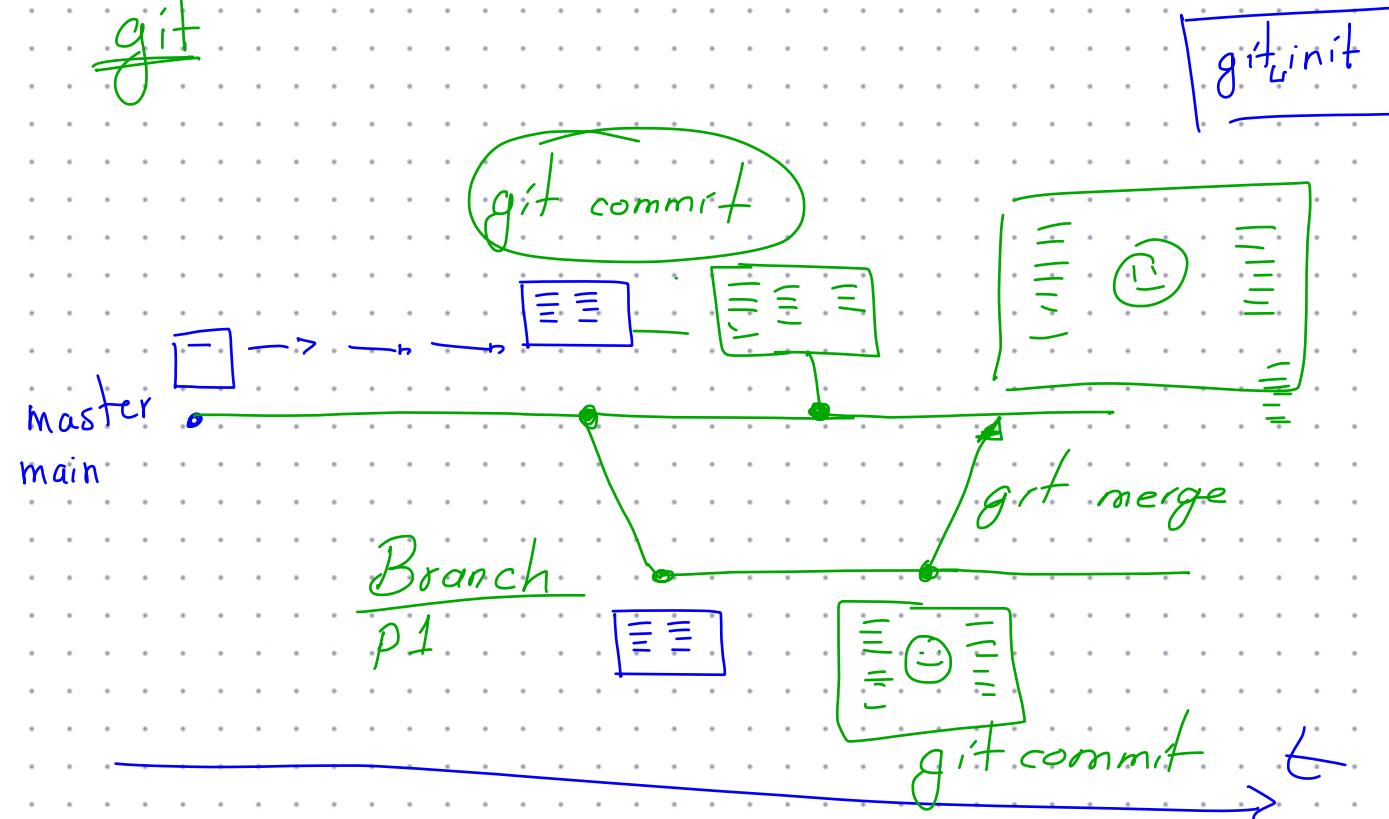




Default Data

J DataTable

git



Solo sea divisible por 1 y
por el mismo

$$1 \div = 15$$

$$15 \div = 1$$

$$2 \rightarrow \frac{x}{z}$$

$$2 \rightarrow \frac{15}{z}$$

$$2 \rightarrow 7$$

$$\frac{15}{2} \quad \frac{15}{3} \quad \frac{15}{4} \quad \frac{15}{5} \quad \frac{15}{6} \quad \frac{15}{7}$$

$$\frac{15}{2} \quad \frac{15}{3} \quad \frac{15}{4} \quad \frac{15}{5} \quad \frac{15}{6} \quad \frac{15}{7}$$

$$\frac{15}{2} \quad \frac{15}{3} \quad \frac{15}{4} \quad \frac{15}{5} \quad \frac{15}{6} \quad \frac{15}{7}$$

$$\frac{15}{1} = 15 = \frac{x}{1} = x$$

$$\frac{15}{18} = \frac{1}{1} = \frac{1}{1} = \frac{x}{x} = 1$$

$X \rightarrow$ Probar

$\{ 2 \rightarrow X_2 \}$

si las divisiones de X
por cada numero no son
exactas

- A la primera division exacta
ya podríamos decir que no
es numero primo

new Bicicleta()

