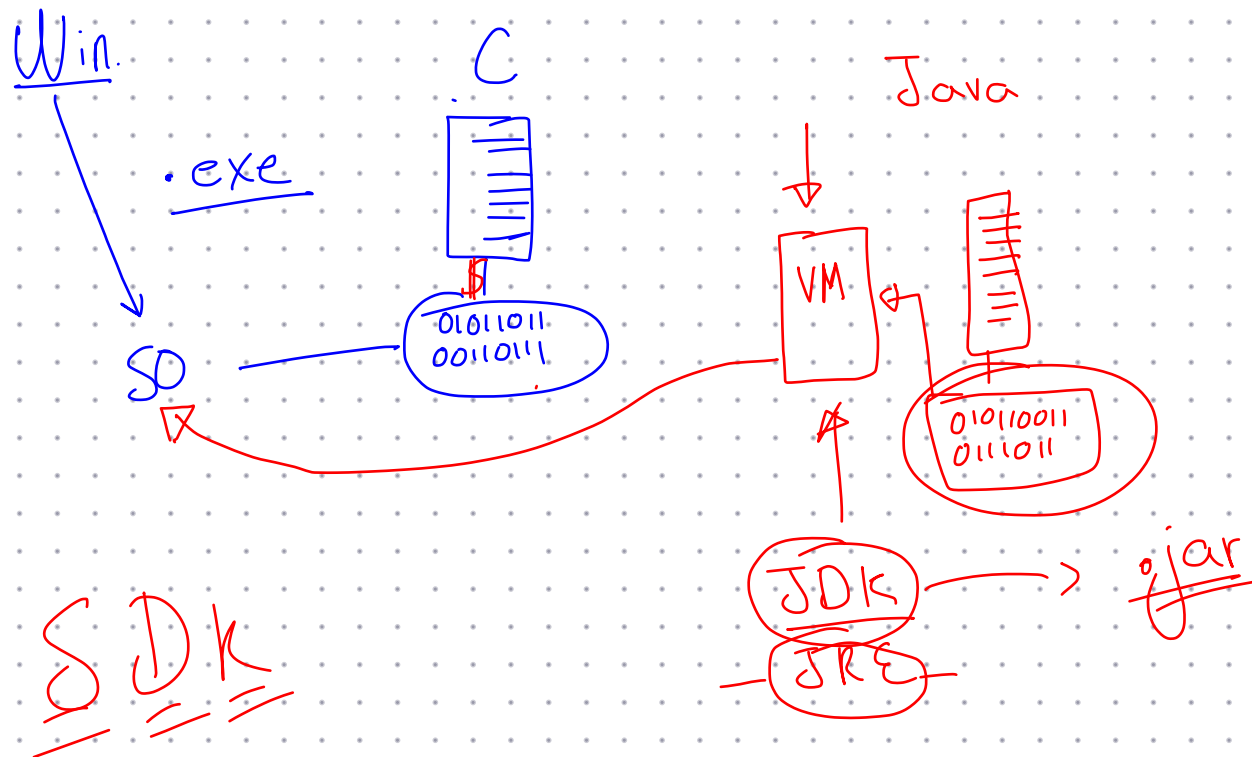


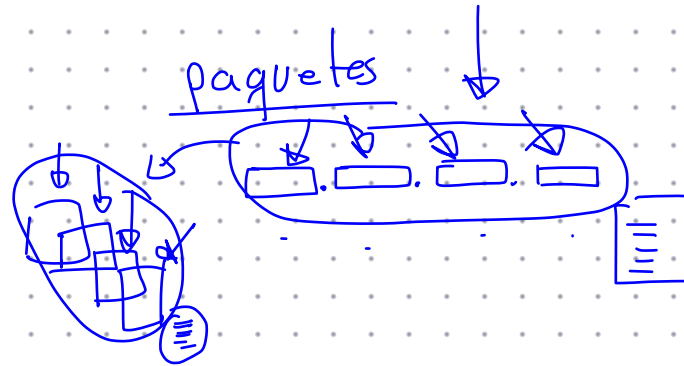


Curso de Java intermedio - Programación orientada a objetos





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

[]

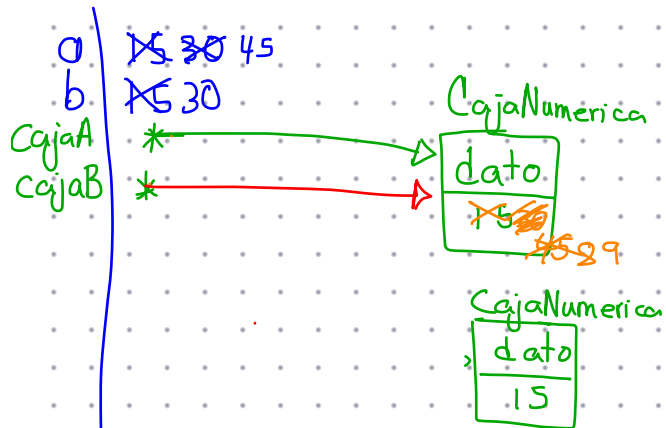
return [Variable];

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

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

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

```
}
```



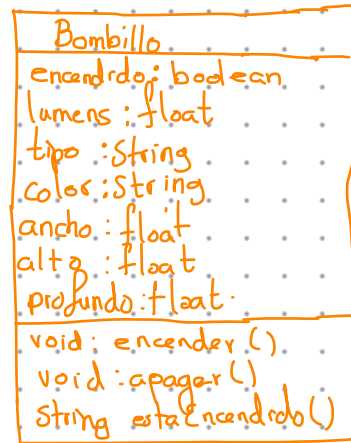
Pantalla

30	30
15	15
45	45
30	45
	89
	89

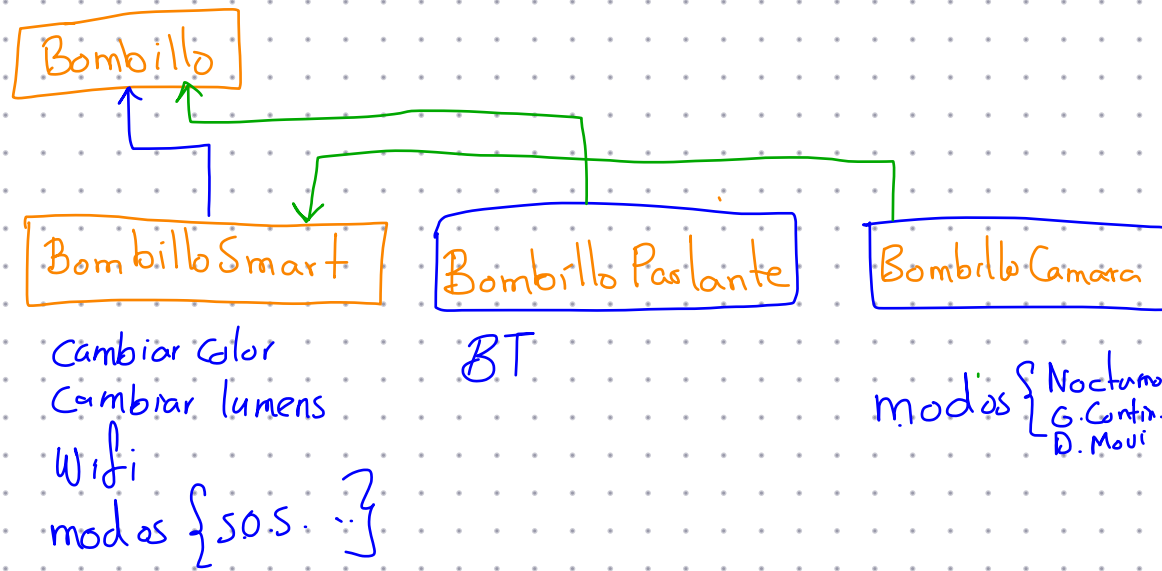
Caja B = Caja A

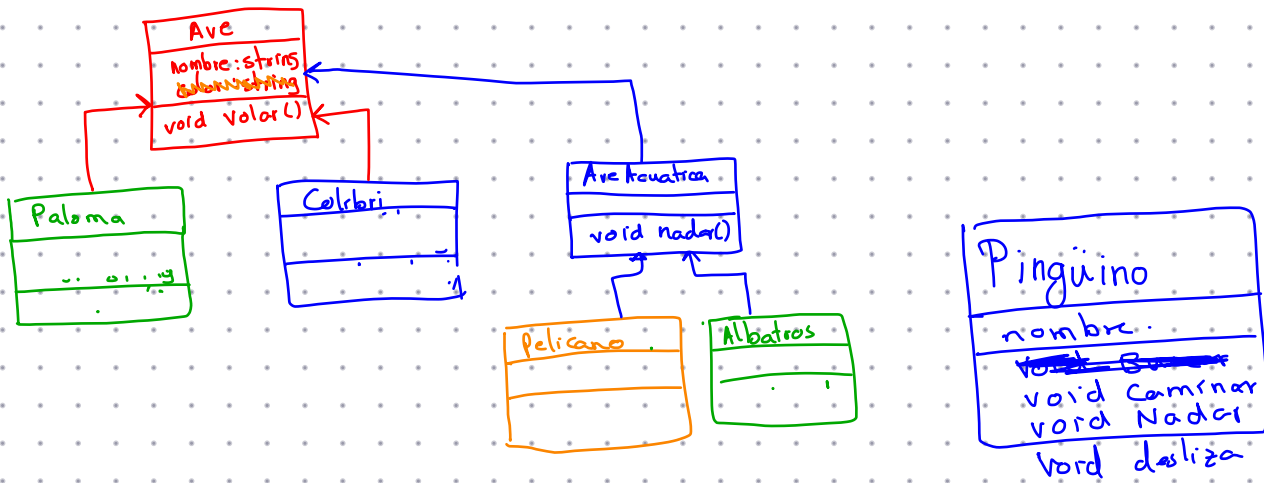
Caja B = * →

UML



proyecto Herencia

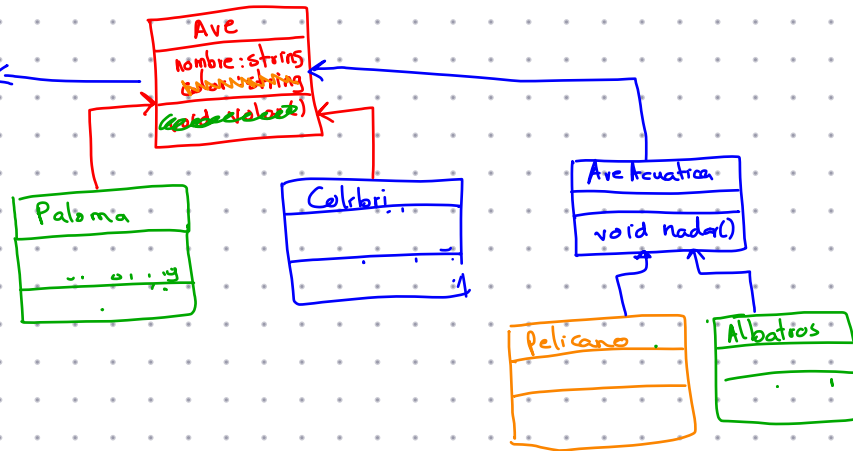




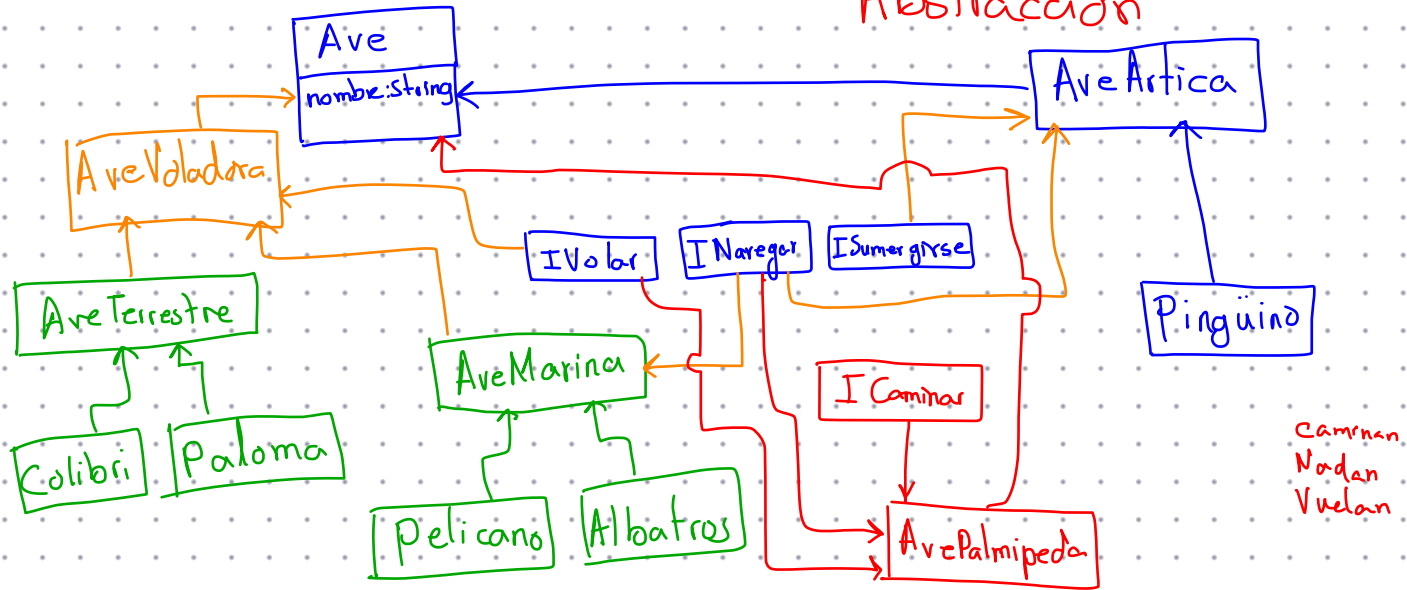


Interfaz
Comportamiento Volar

IVolar



Abstracción



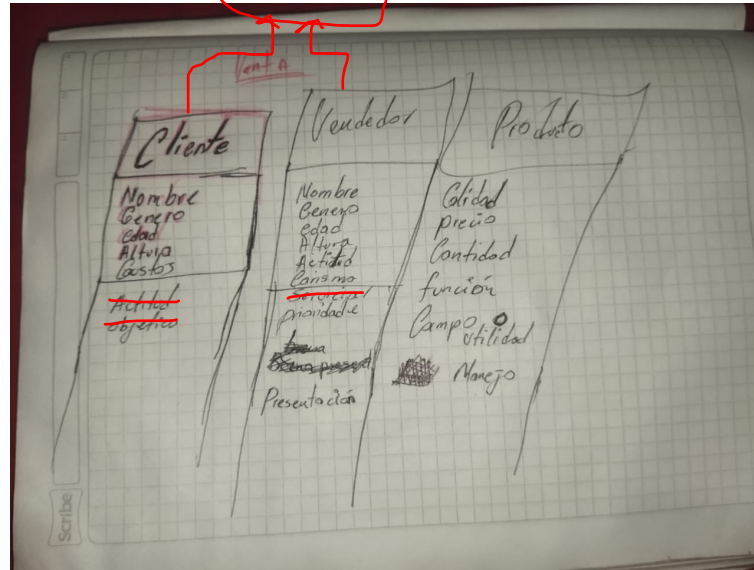
Venta

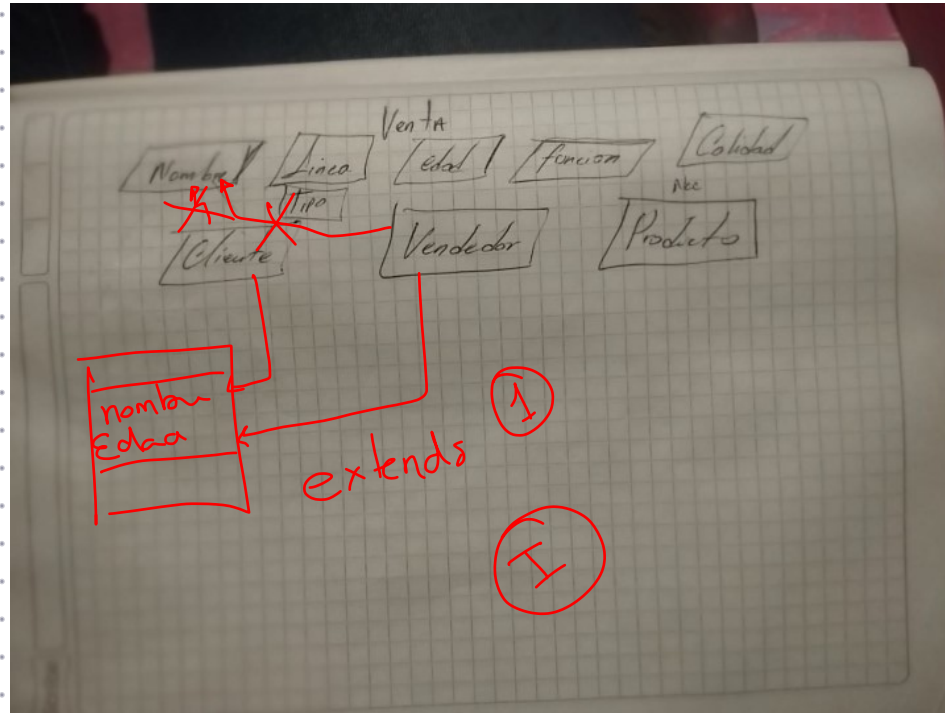
Cliente

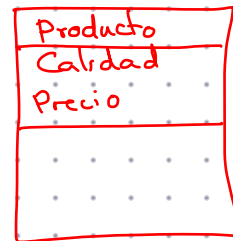
Producto

✓ endodor

Cliente







• b.caducar();

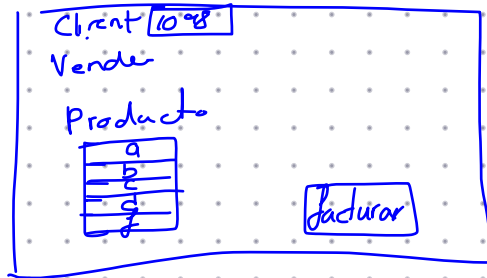
b. venderse ()

b. agotarse ();

Bombillo

a. encoder();

$$\begin{array}{r} 1 \\ -1 \\ -1 \\ -1 \\ \hline 0 \\ \hline \end{array}$$



```

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

```

→ ~~if == 0~~

→ ~~a.agotarse();~~

→ ~~b.agotarse();~~

→ ~~c.agotarse();~~

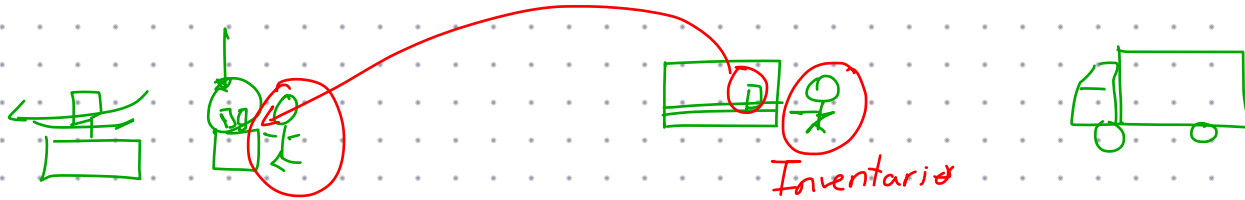
→ ~~d.agotarse();~~

→ ~~f.agotarse();~~

→ ~~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

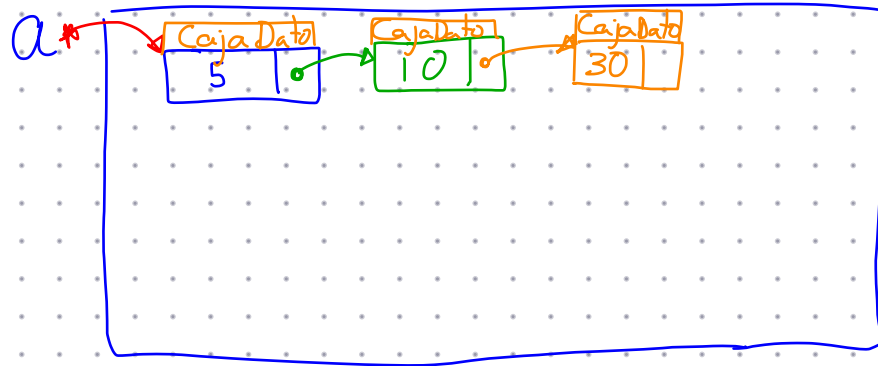
1, 2, 3 ... n

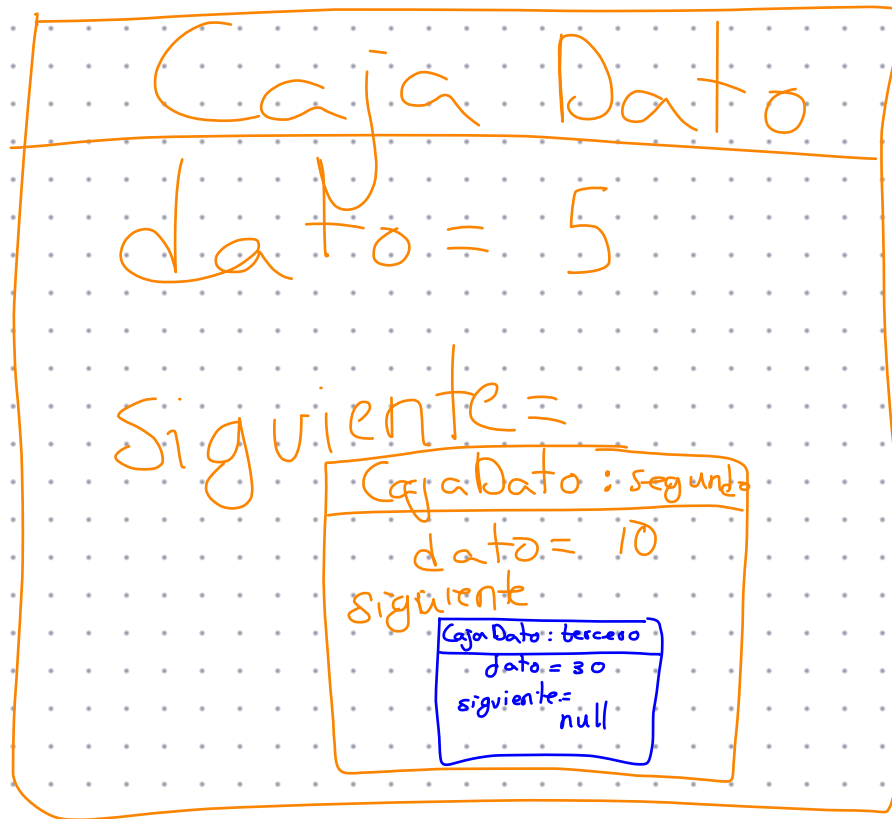
Listas

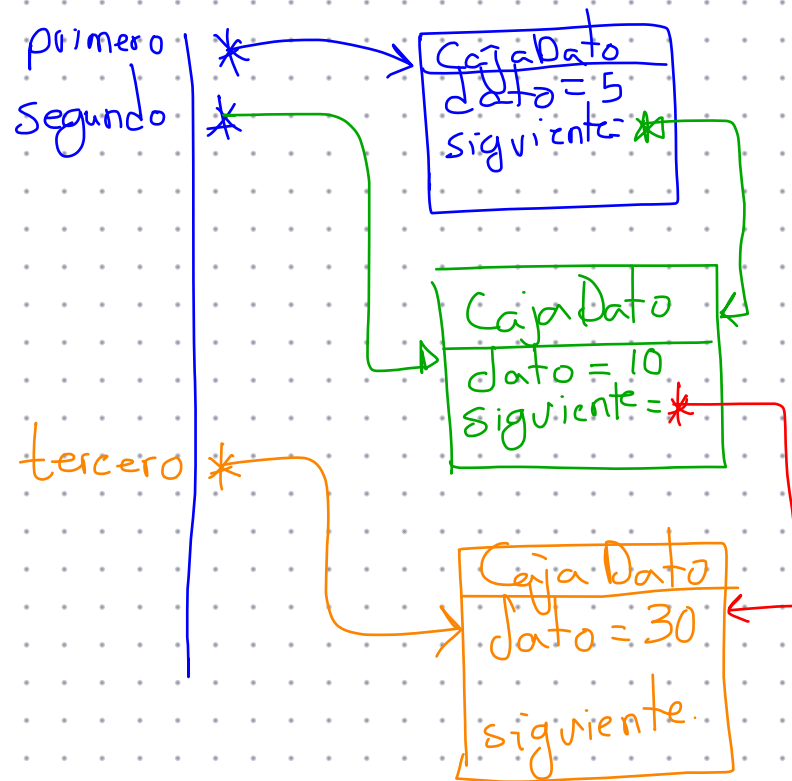
`new List();`

funcion
agregar

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







①

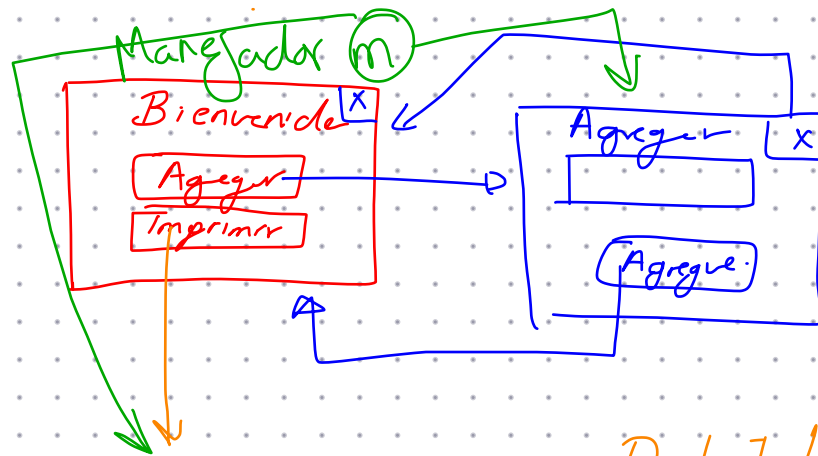
- ① - Agregar
- ② Imprimir Todos
- 9

②

- ① Visualizar
- 2 Agregar

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





Todos los datos (X)

10
200
300

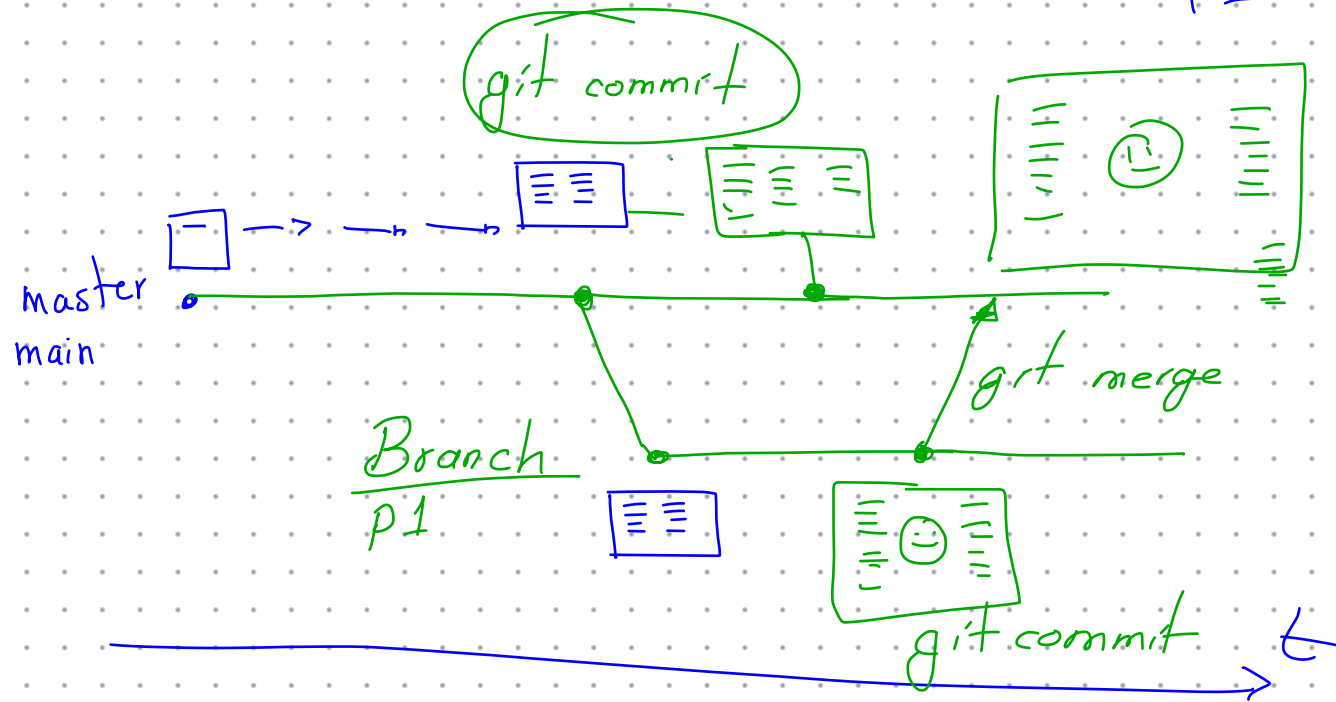
DataTable

Default Data

J DataTable

git

git init



Solo sea divisible por 1 y por el mismo

$$\begin{array}{l} \textcircled{15} \rightarrow 1 \div = 15 \\ \textcircled{15} \rightarrow 15 \div = 1 \end{array}$$

$$\begin{array}{l} \frac{15}{1} = 15 = \frac{x}{1} = x \\ \frac{\cancel{15}}{\cancel{15}} = \frac{1}{1} = 1 = \frac{x}{x} = 1 \end{array}$$

$$2 \rightarrow x/2$$

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

$$2 \rightarrow 7$$

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

$$7.5$$

$$15 \div 3 = 5 \checkmark$$

$X \rightarrow \text{Probar}$
 $\{ 2 \rightarrow X/2 \}$ si las divisiones de X
por cada numero no son
exactos

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

new Bicicleta ()

