

Variables ↓ ✓

entero → int, long
decimal → float, double
fraccionario → double
Fecha → Date
Texto → string {true}
Si/NO → boolean {false}

arboles # arboles
instanciamos
arboles = 50;
arboles = arboles² + 2.50 * arboles + 35;

Date fecha Hoy;
string reflexion Hoy;

Criterio de Visibilidad

public class Suma {
 public
 private
 protected
 int arbol;
}

funciones

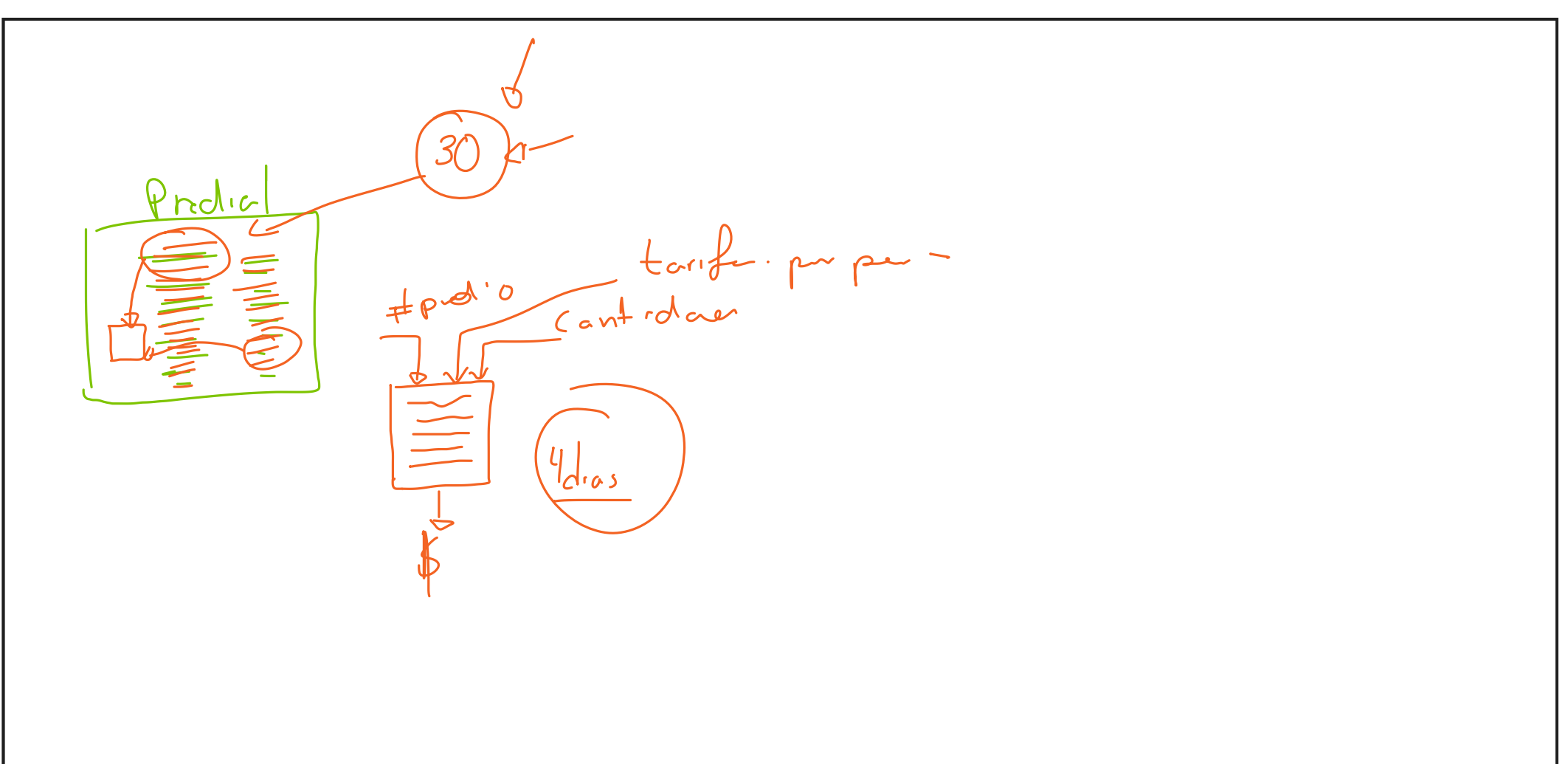
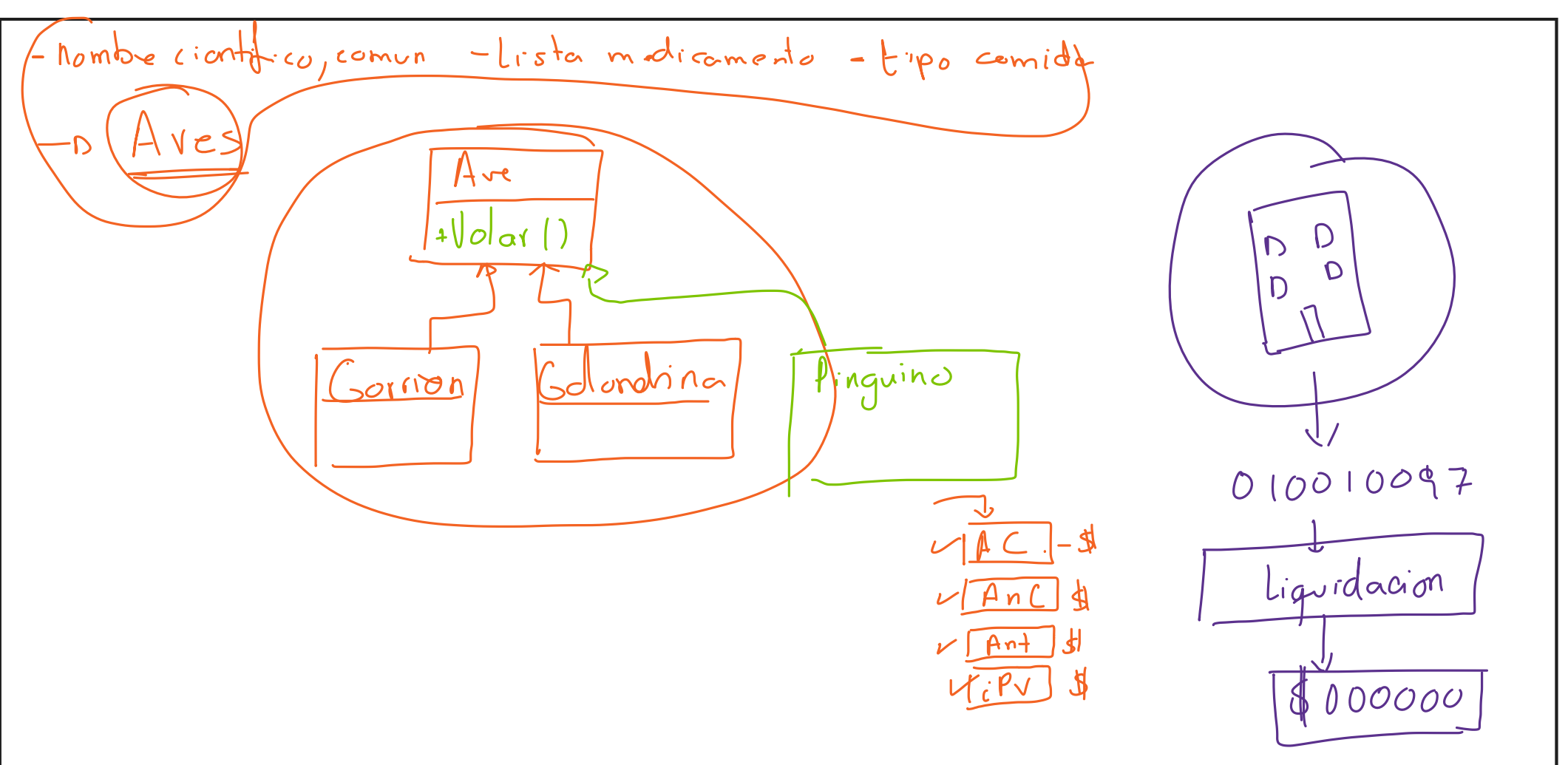
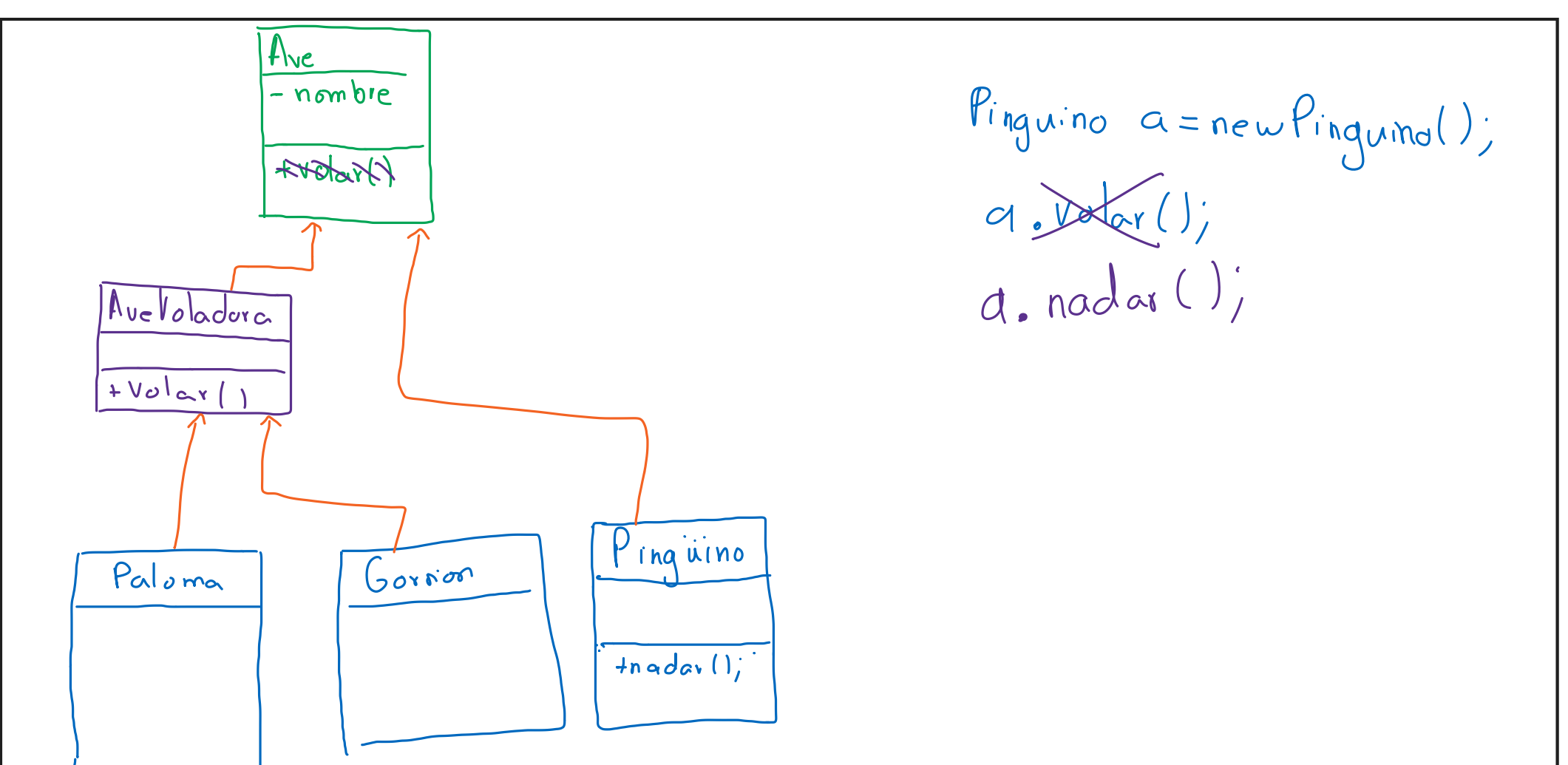
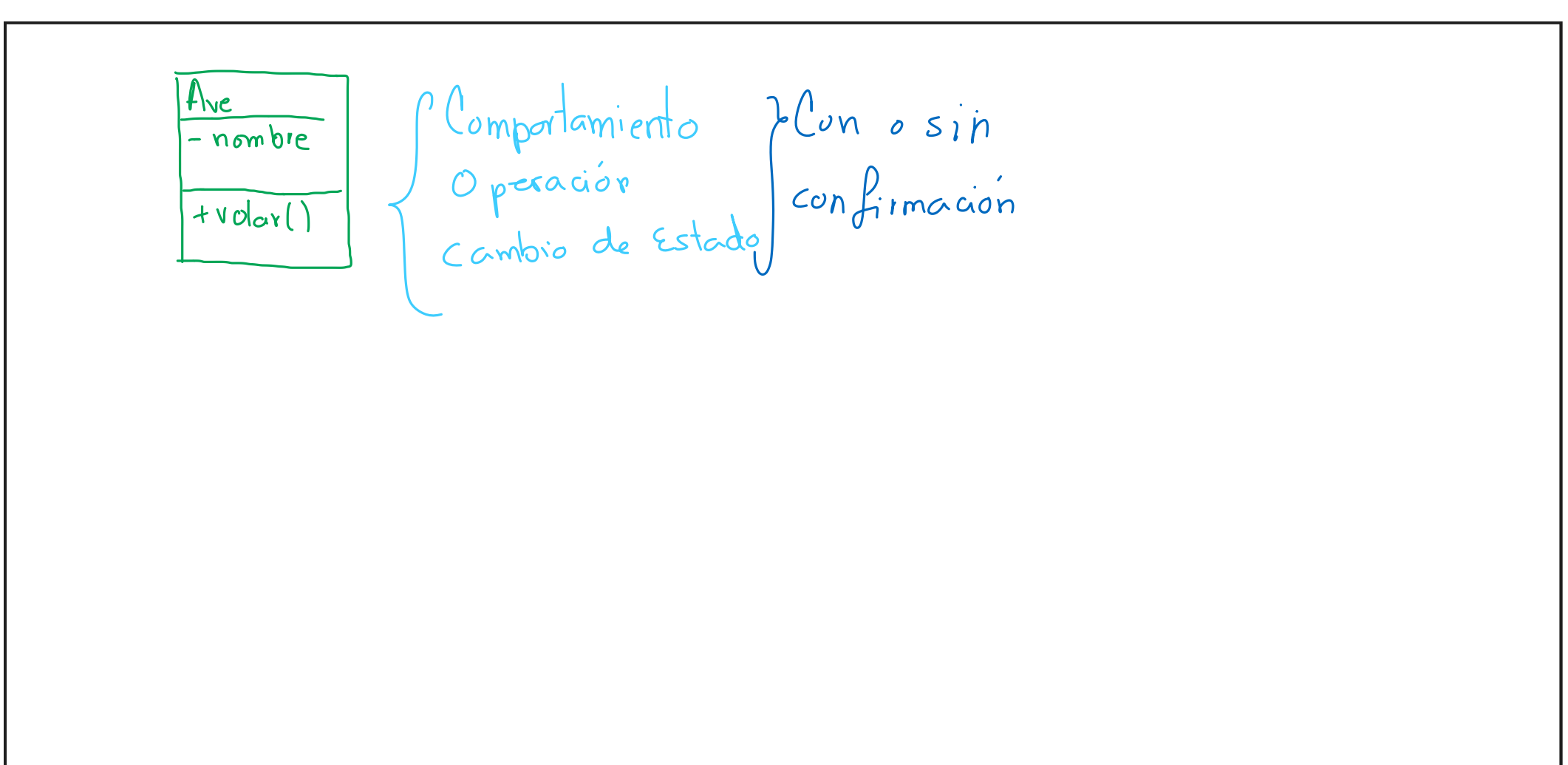
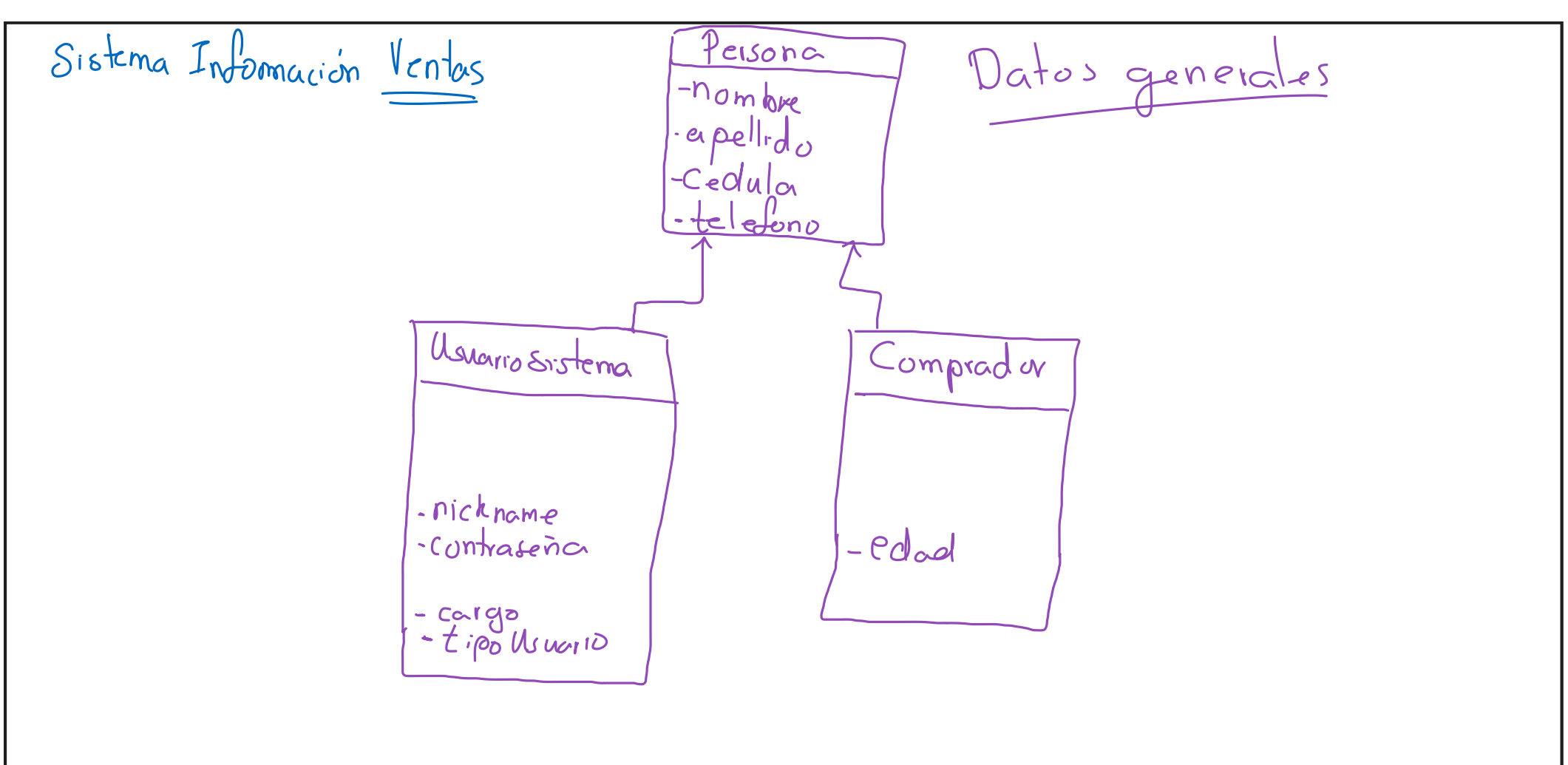
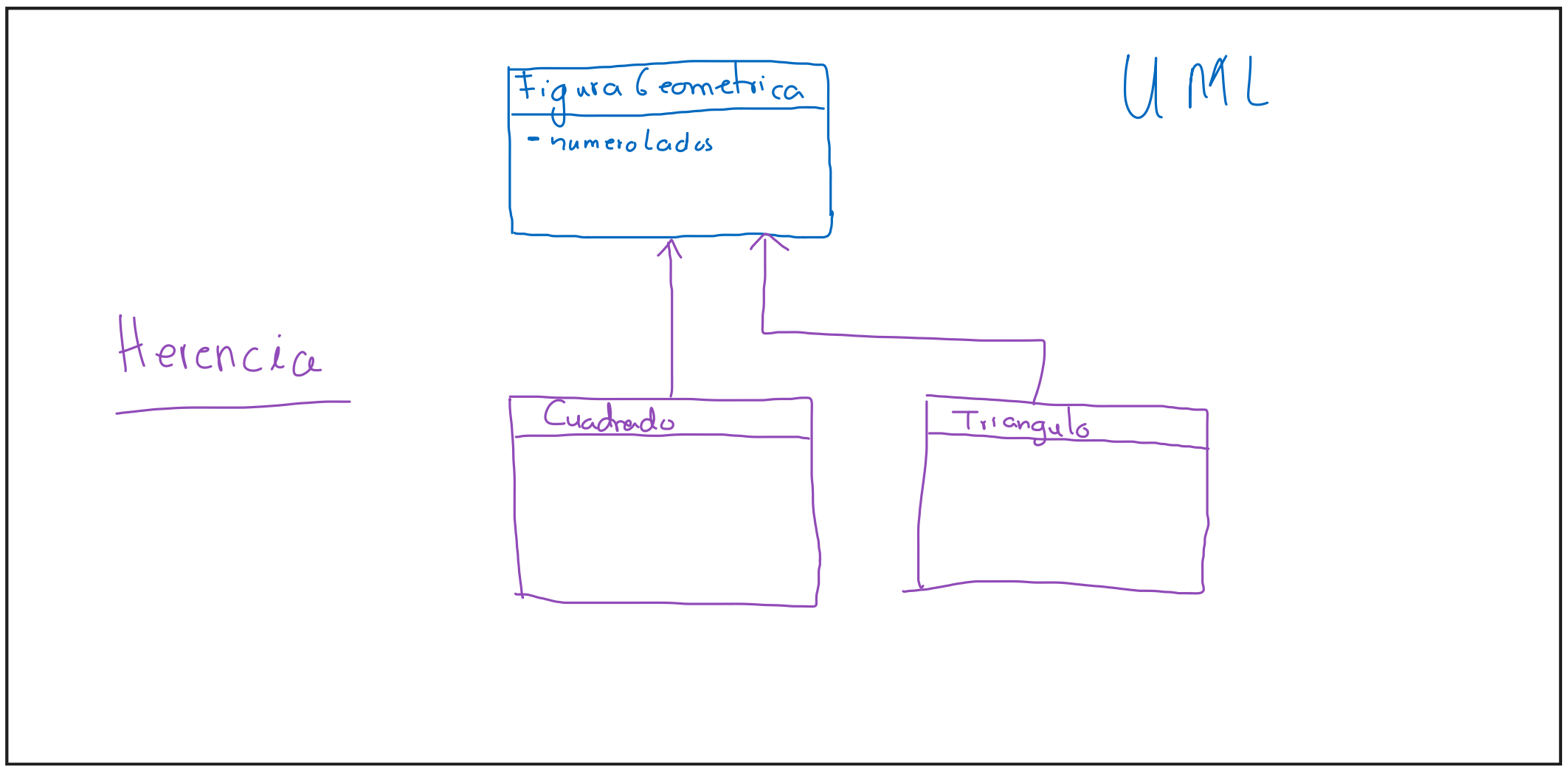
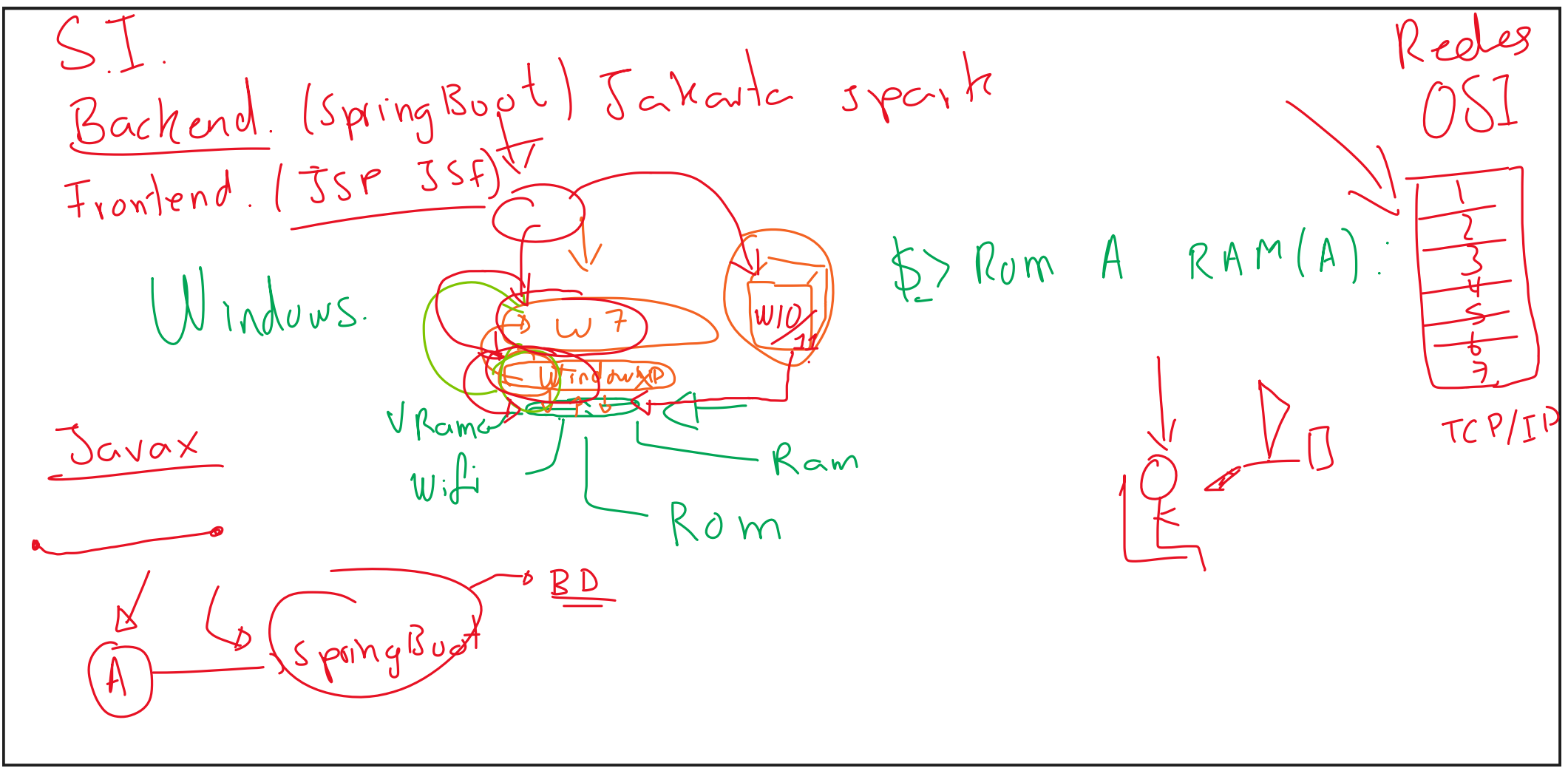
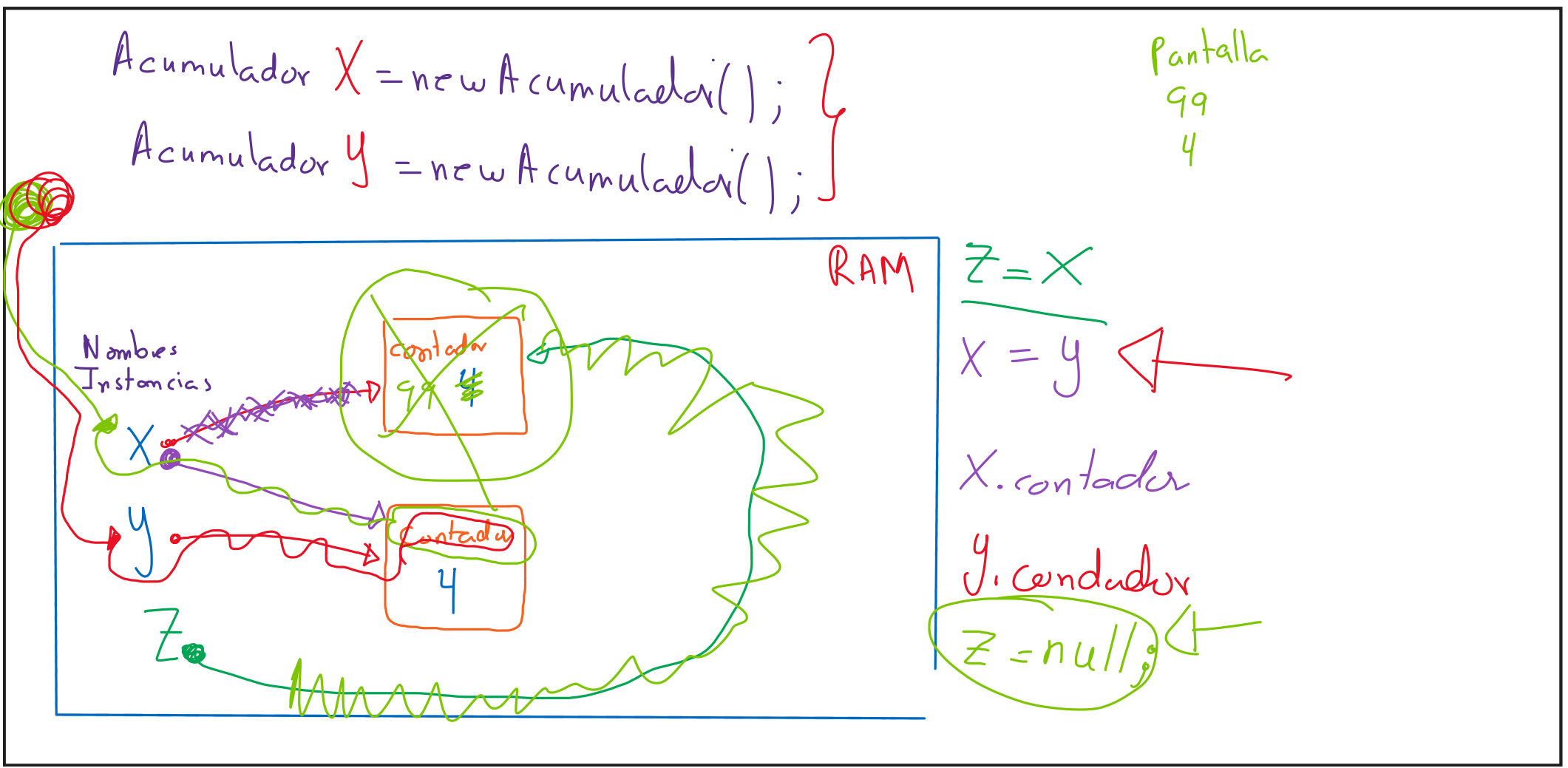
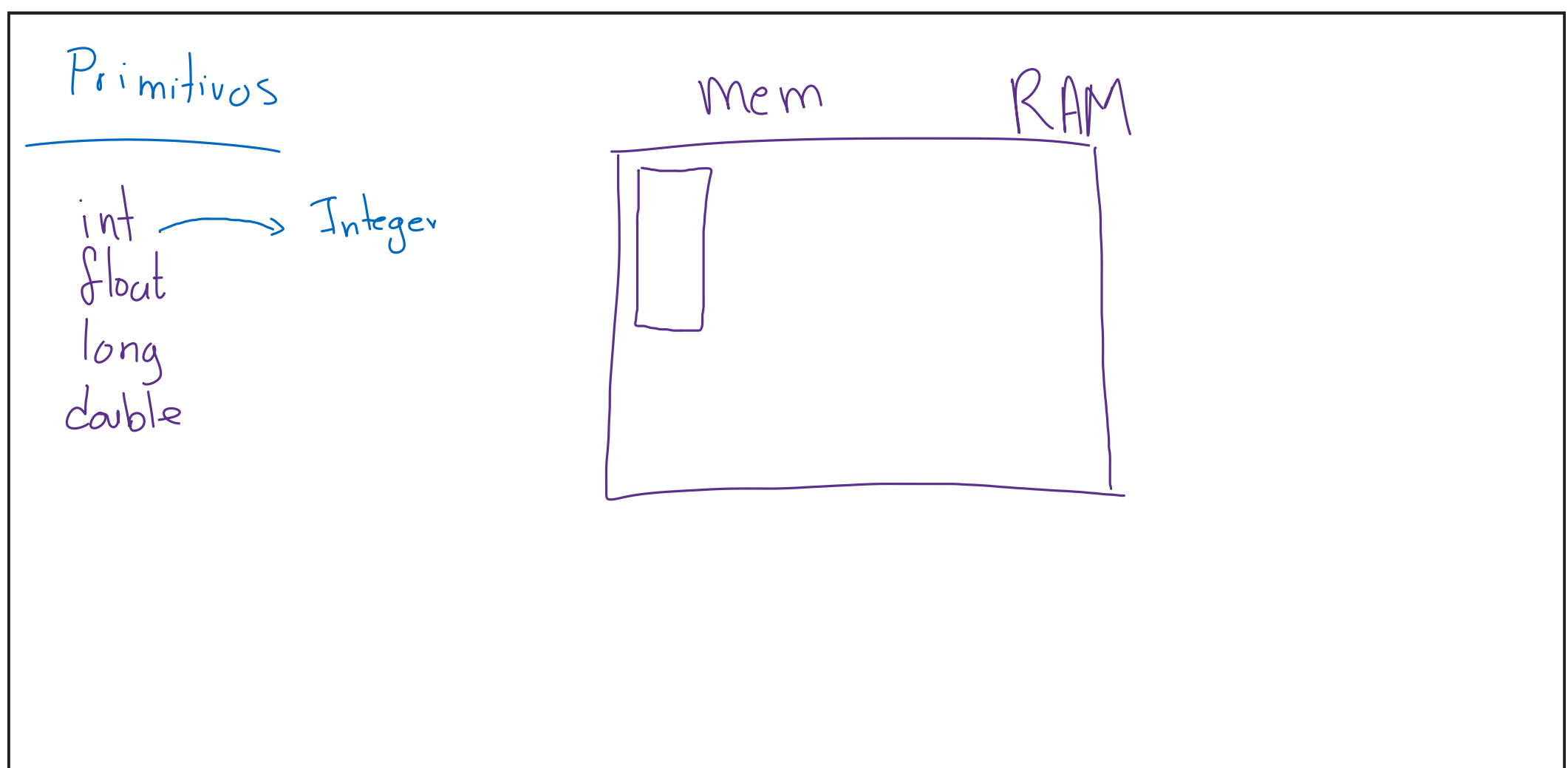
[criterio Visibilidad] [tipo de dato] [nombre] (Argumentos parametros) {}
→ public void imprimir (string paraImprimir) {
 System.out.println(paraImprimir);
}

```
public int suma(int n1, int n2)
{
    int rta;
    rta = n1 + n2;
    return rta;
}
```

Clase es una Plantilla
agrupación de funciones
definición de un tipo de dato

```
public class Suma {
}
```

Instanciar
Suma elSuma = new Suma();
[class] [nombre] = new [class]();



Panel de control bombillos

3 Bombillos

- 1 Bombillo tradicional → filamento
- 1 Bombillo Led → Blanca
- 1 Bombillo RGB

3 Clases - 0 necesitamos Interfaces / Herencia?

Comportamiento

- Prende / Apaga → Esta prendido?
- panel de nombre
- lumin.
- Marca

