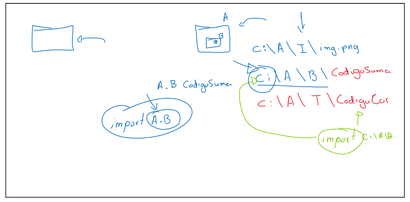
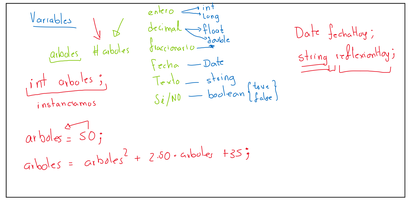
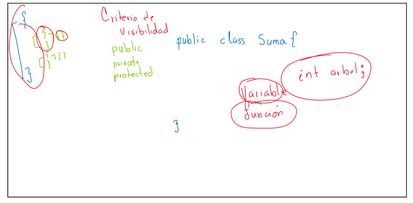
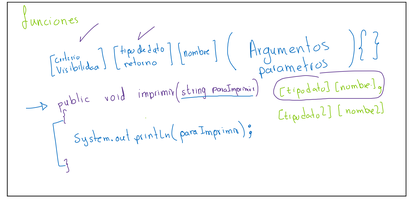
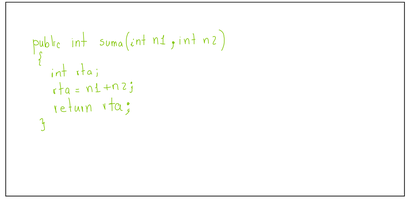
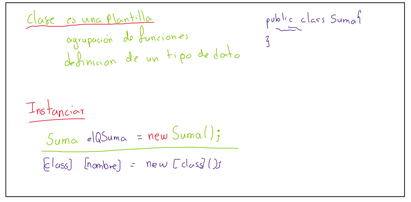

A
B
c:\A\I\img.png
A.B CodigoSuma
c:\A\B\CodigoSuma
c:\A\T\CodigoCos
import A.B
import c:\A\B

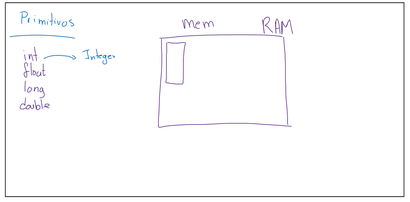

Variables
arboles
arboles
int arboles;
instanciamos
arboles = 50;
arboles = arboles² + 2.50 · arboles + 35;
entero — int, long
decimal — float, double
fraccionario
Fecha — Date
Texto — string
Si/NO — boolean {true, false}
Date fechaHoy;
string reflexionHoy;

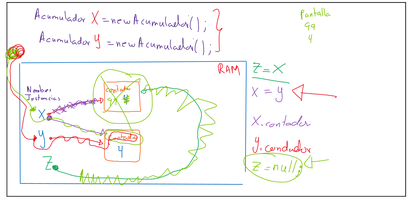

Criterio de visibilidad
public
private
protected
public class Suma {
int arbol;
variable
funcion
}

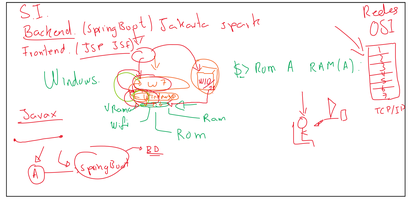

funciones
[criterio visibilidad] [tipo de dato retorno] [nombre] (Argumentos parametros) { }
public void imprimir(string paraImprimir)
[tipodato] [nombre]
[tipodato2] [nombre2]
System.out.println(paraImprimir);

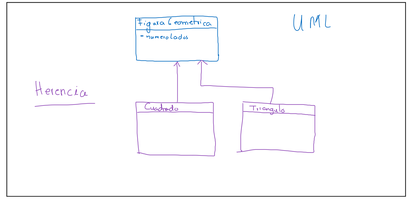

public int suma(int n1, int n2)
{
int rta;
rta = n1+n2;
return rta;
}

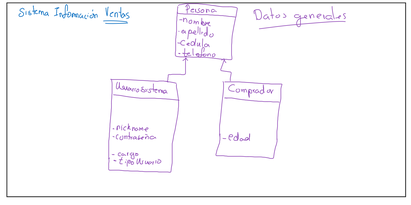

Clase es una Plantilla
agrupación de funciones
definicion de un tipo de dato
public class Suma {
}
Instanciar
Suma elQSuma = new Suma();
[Clase] [nombre] = new [Clase]();

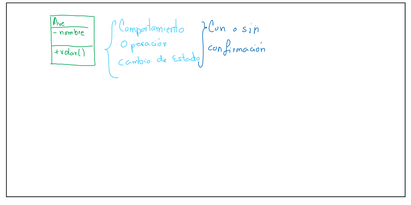

Primitivos
int
float
long
double
Integer
mem
RAM

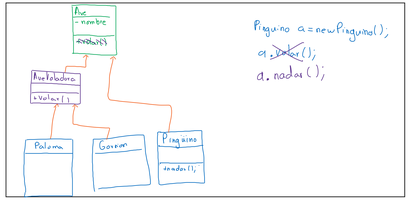

Acumulador X = new Acumulador();
Acumulador y = new Acumulador();
Pantalla
90
4
RAM
Nombre Sistemas
Z = X
X = y
X.contador
y.contador
Z = null;

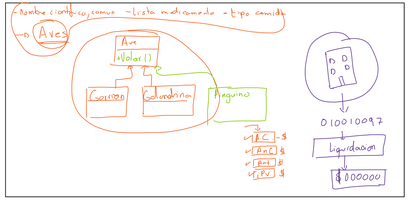

SI
Backend (Spring Boot) Jakarta ejecta
Frontend (Jsr 356)
Windows
Javax
Rom A RAM(A)
Ram
Rom
BD
Redes
OSI
TCP/IP

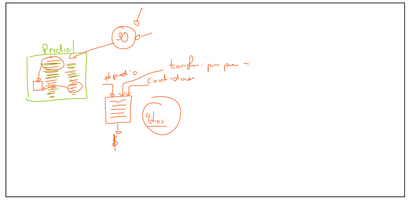

UML
Figura Geometrica
- numerolados
Herencia
Cuadrado
Triangulo

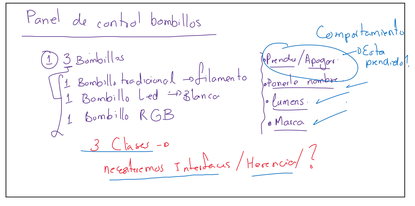

Sistema Información Perros
Persona
-nombre
-apellido
-cedula
-telefono
Datos generales
Usuario sistema
-nickname
-contraseña
-cargo
-E/S/U usuario
Comprador
-edad

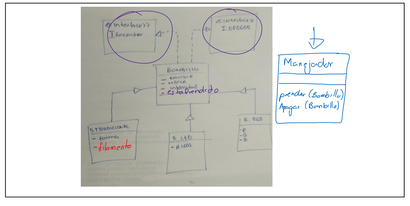

Ave
- nombre
+volar()
Comportamiento
O peracion
cambio de estado
Con o sin
confirmación

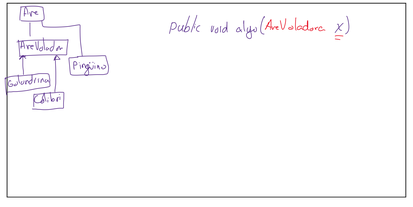

Ave
- nombre
+volar()
Ave Voladora
+Volar()
Paloma
Gaviota
Pinguinos
+nadar();
Pinguino a = new Pinguino();
a.Volar();
a.nadar();

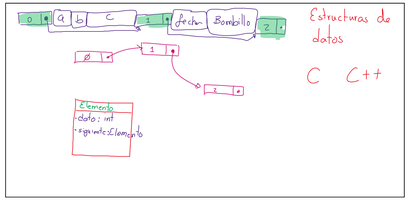

Ave
+Volar()
Gaviota
Golondrina
Pinguino
010010097
Liquidación
$ 000000

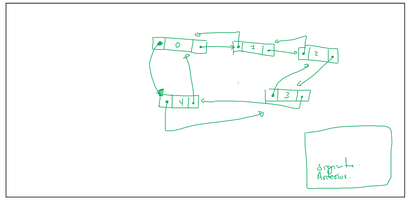

Productos
30
tarifa por pax
depósito
Contratar
Vuelos


Panel de control bombillos
1 3 Bombillas
1 Bombilla tradicional → filamento
1 Bombilla Led → Blanco
1 Bombilla RGB
3 Clases → necesitamos Interfaces / Herencia?
Comportamiento
Prender/Apagar
Esta prendida?
atributo nombre
Lumens
Marca


«interfaz» IEncender
«interfaz» IBrillo
Bombillo
- nombre
- marca
- estado
+ encender()
+ apagar()
S. Tradicional
- nombre
- filamento
S. LED
- Blanco
G. RGB
- R
- G
- B
Marcador
prender (Bombilla)
Apagar (Bombilla)


Ave
AveVoladora
Golondrina
Pinguino
Colibri
public void algo(AveVoladora x)


a
b
c
fecha
Bombillo
Elemento
-dato: int
+siguiente:Elemento
Estructuras de datos
C
C++


0
1
2
3
4
Apuntador Anterior