

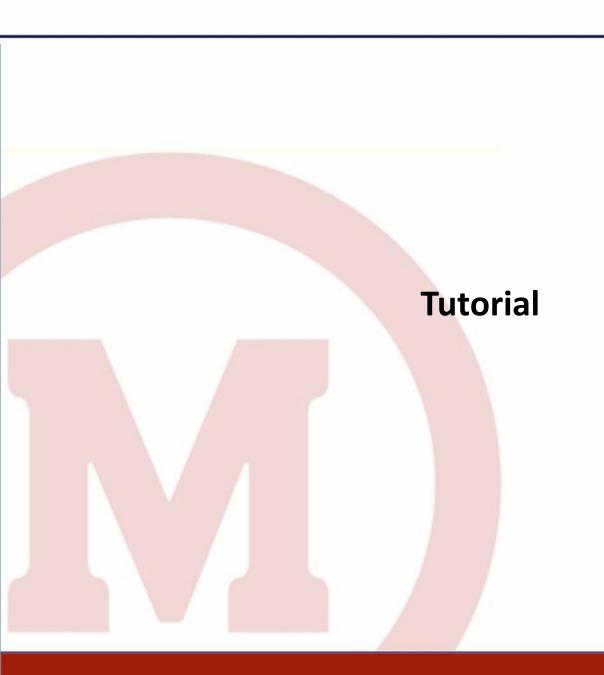
Lab. 09 - Servlet

Linguagem de Programação II 2º semestre de 2015 Versão 1.0

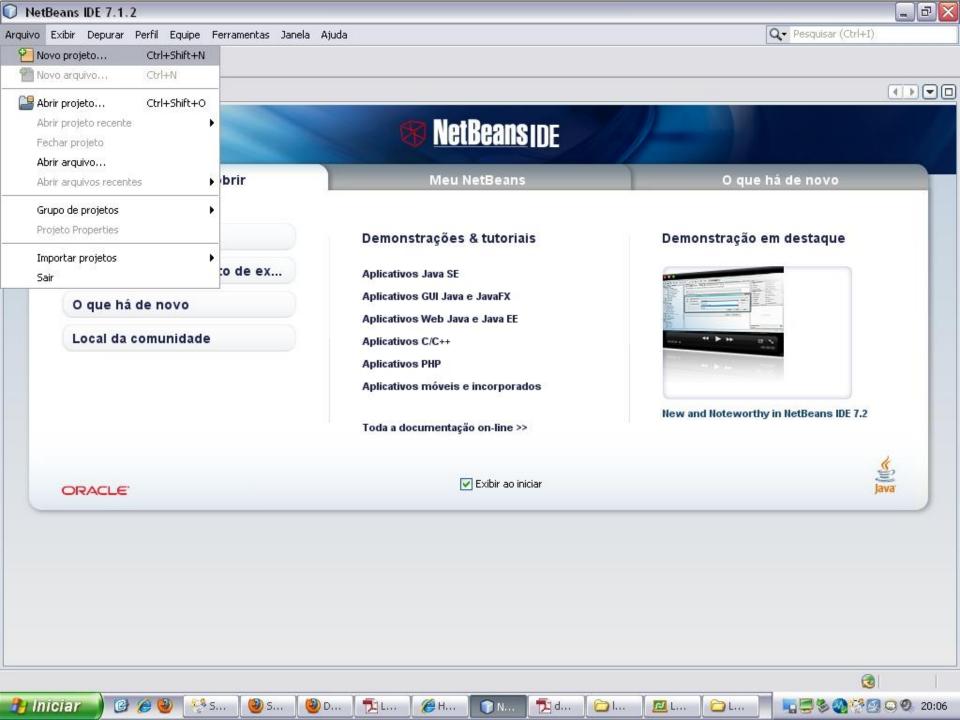
Objetivo

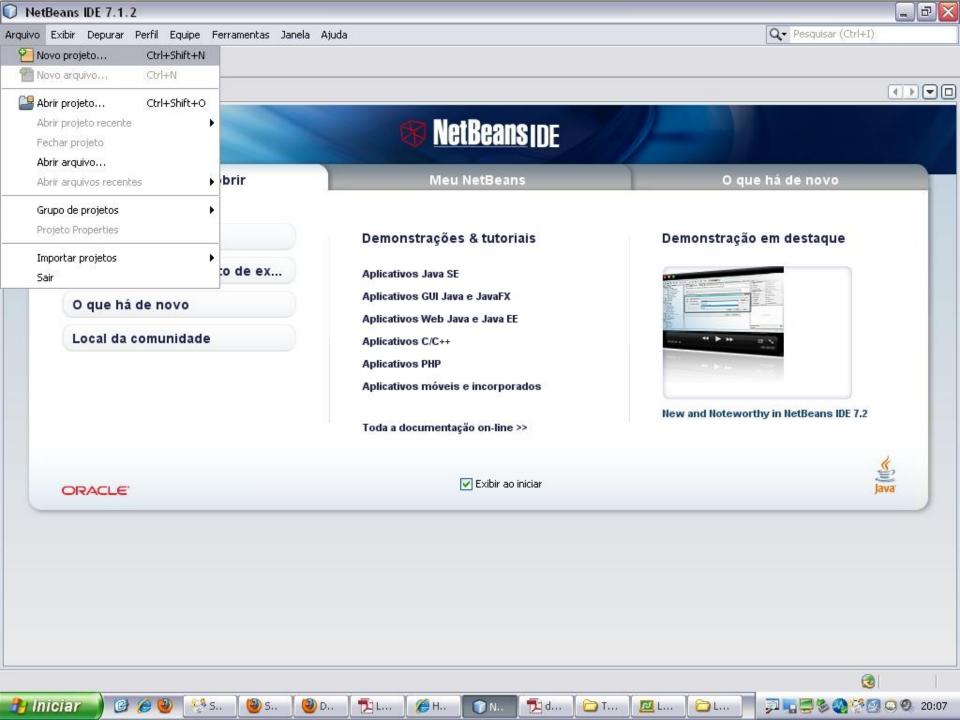
• Criar um primeiro servlet.

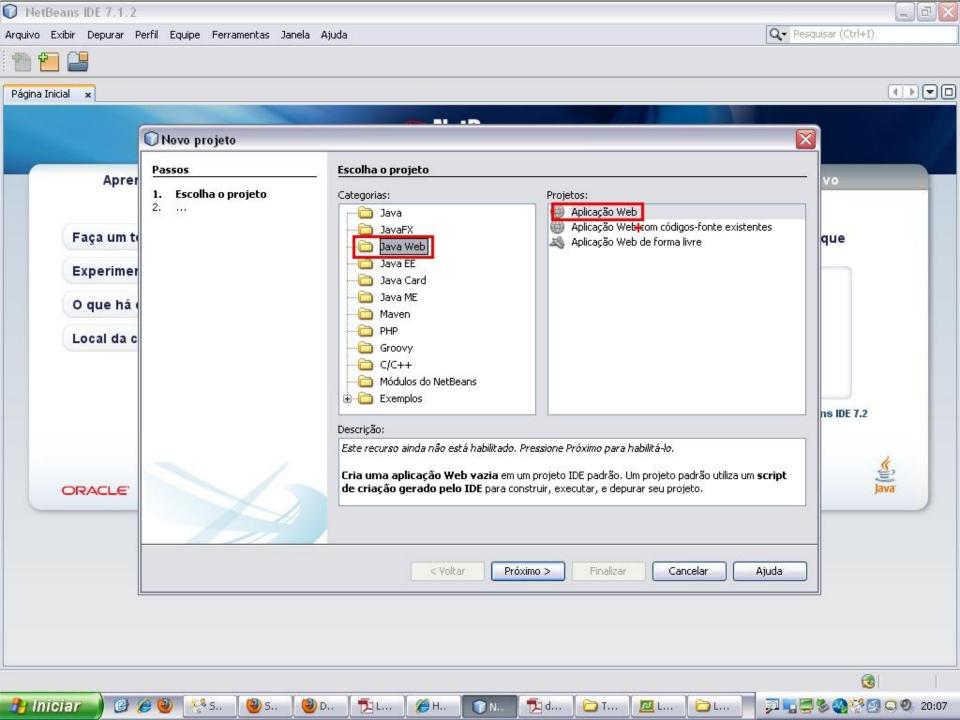


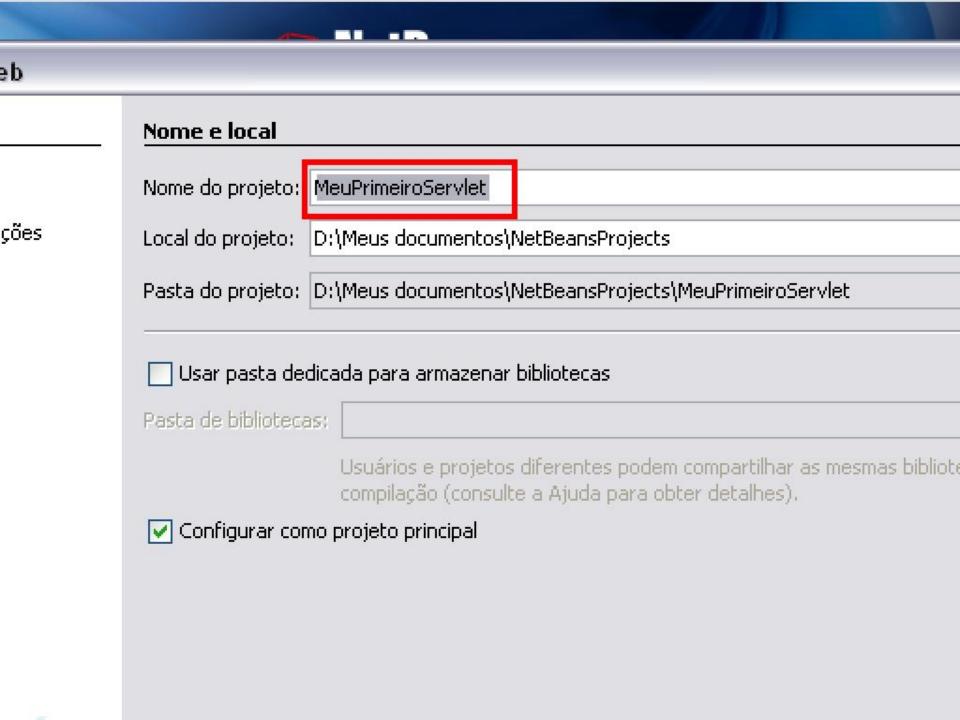


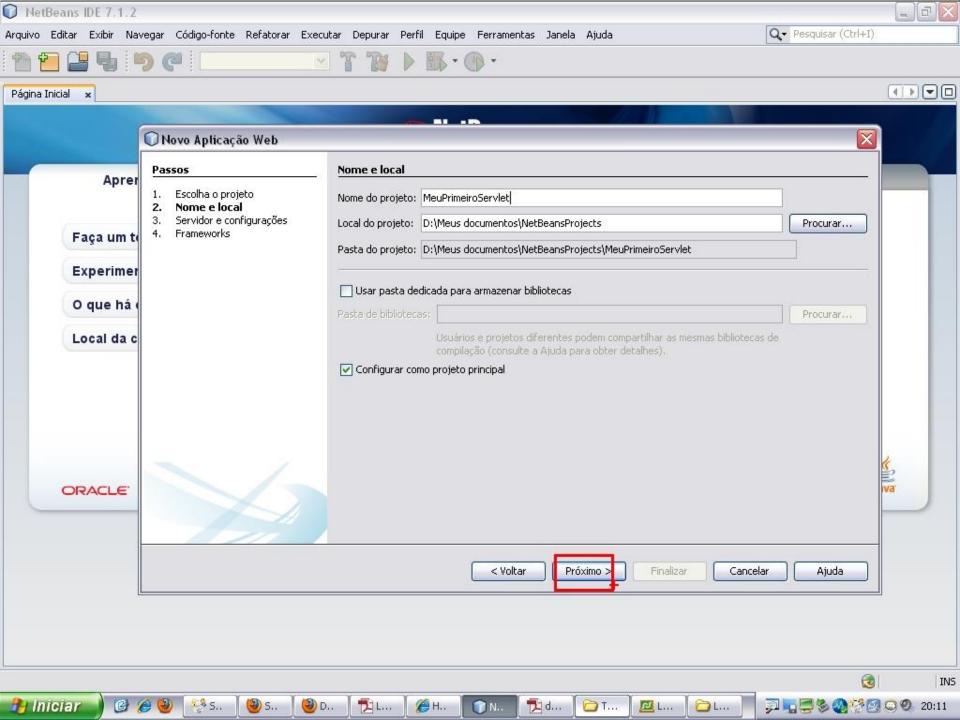


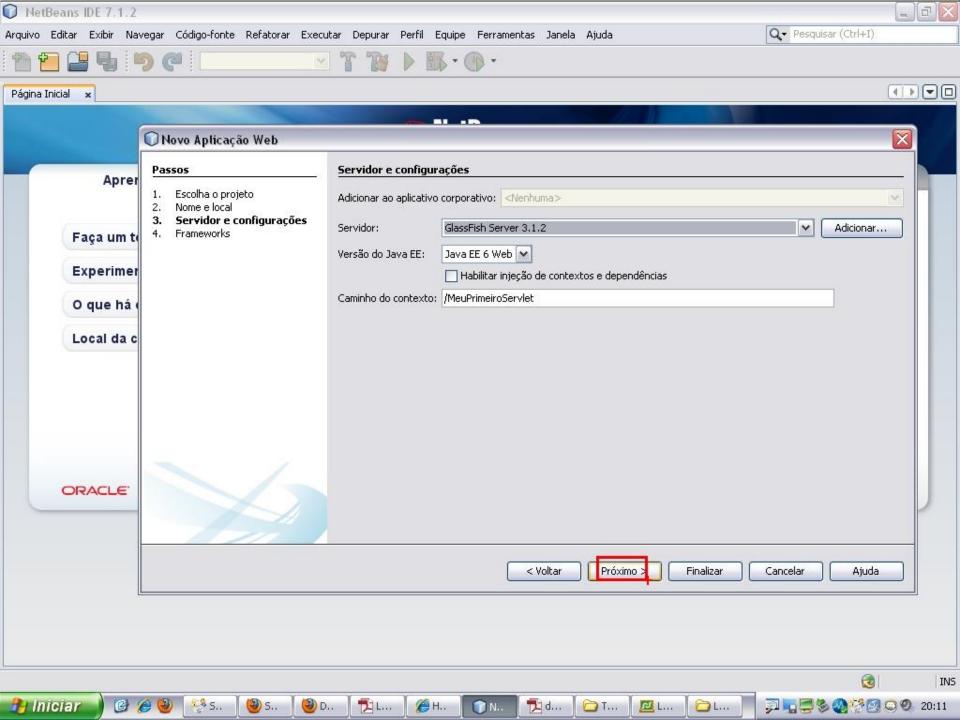


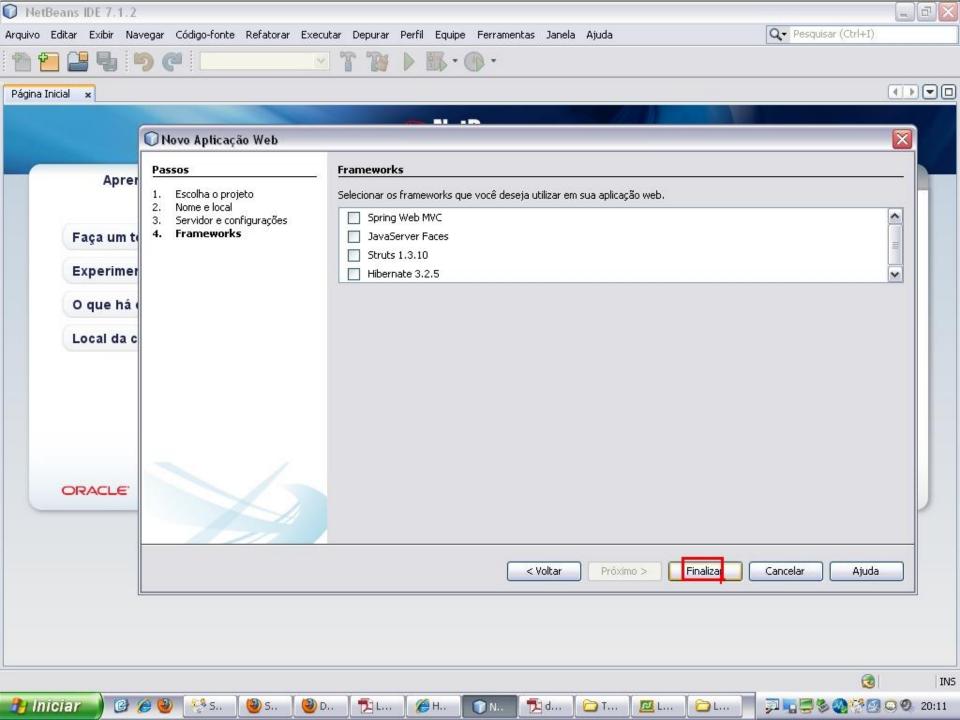


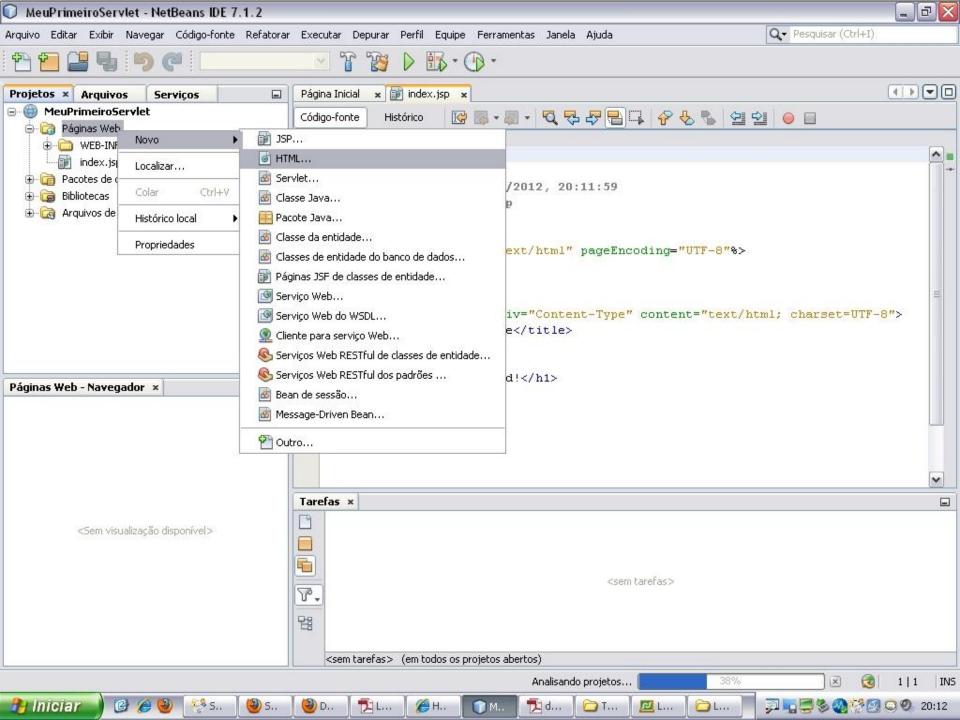


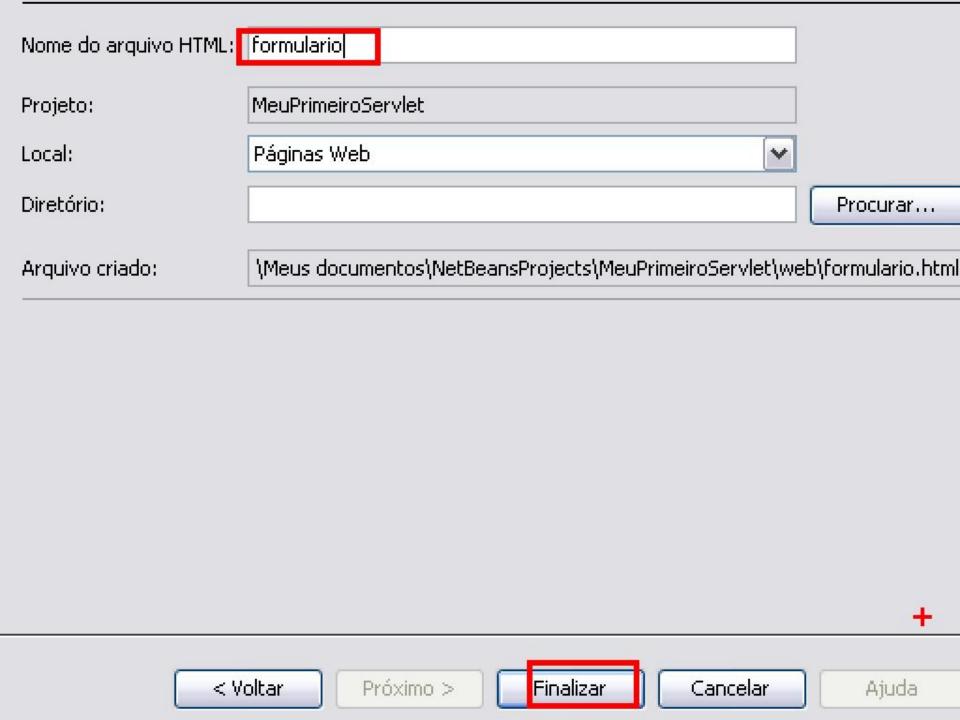


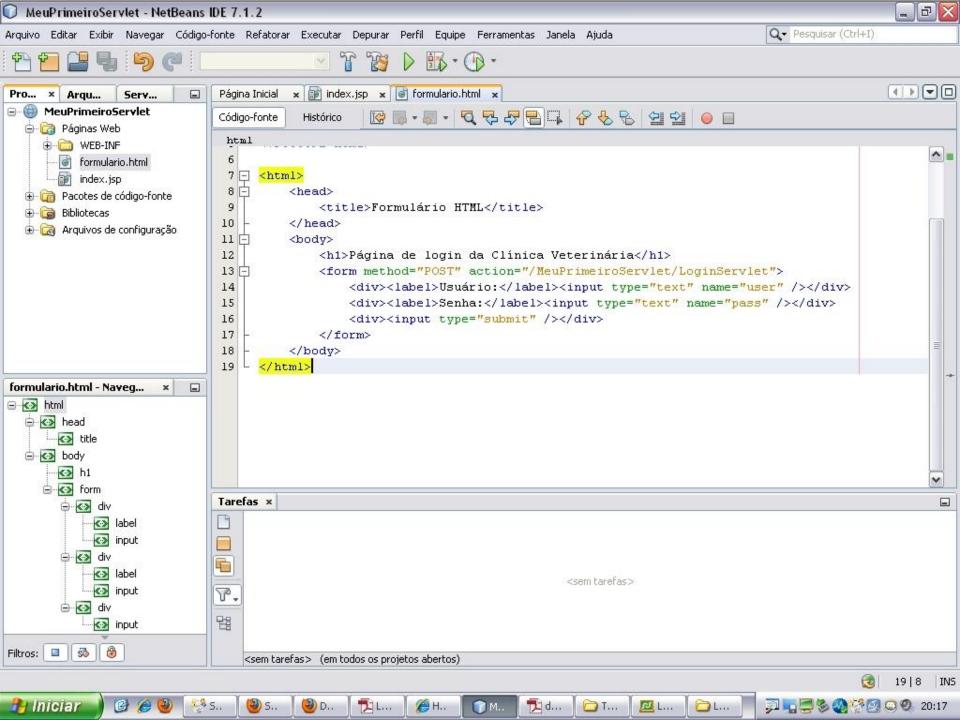


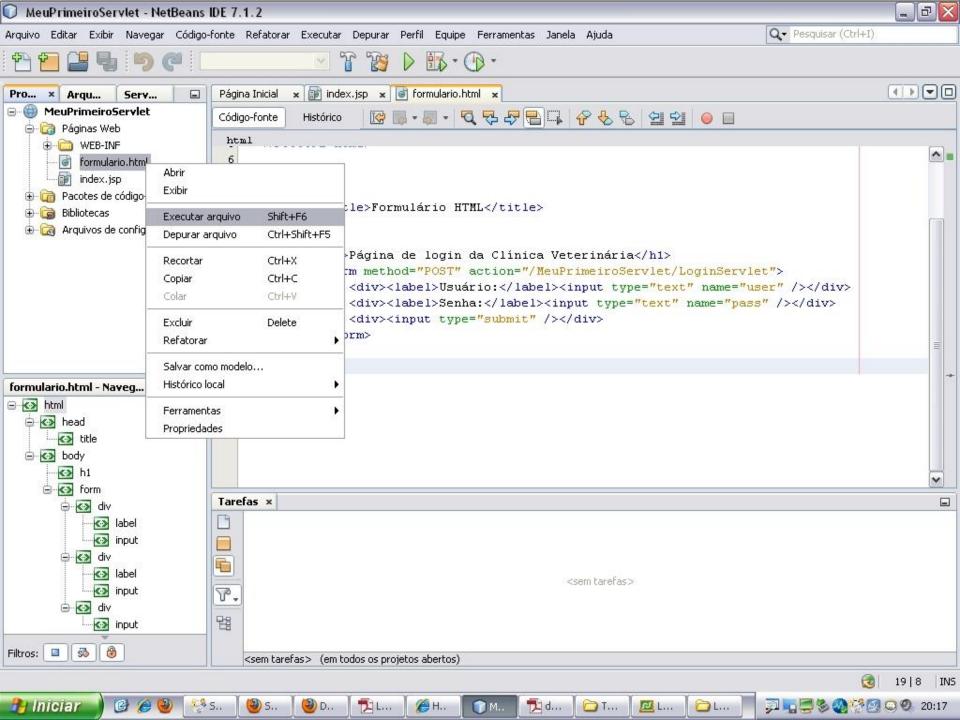


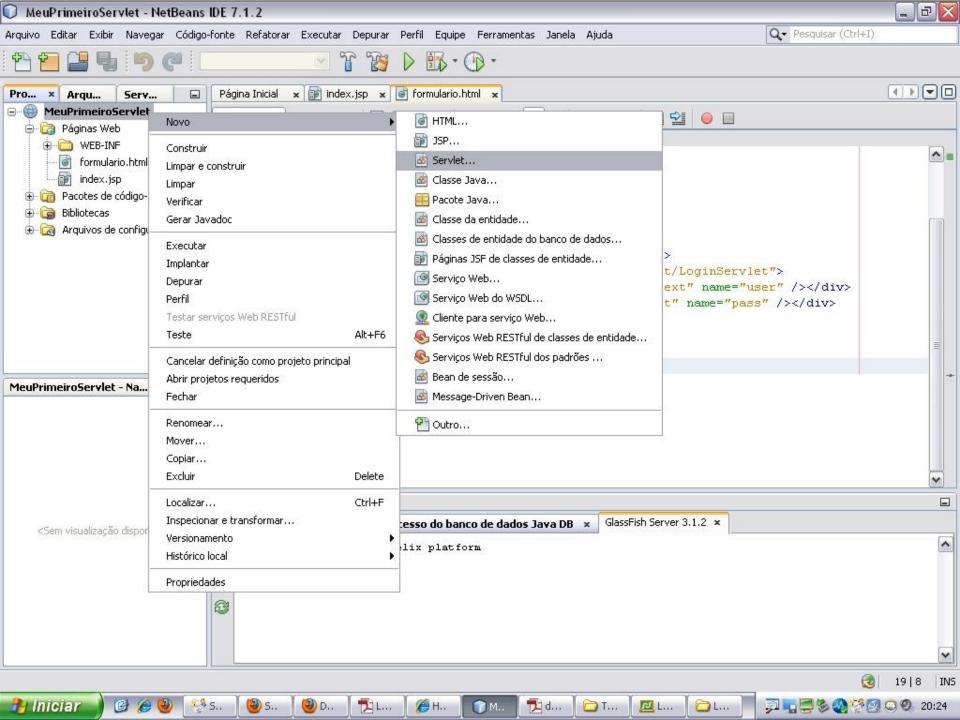


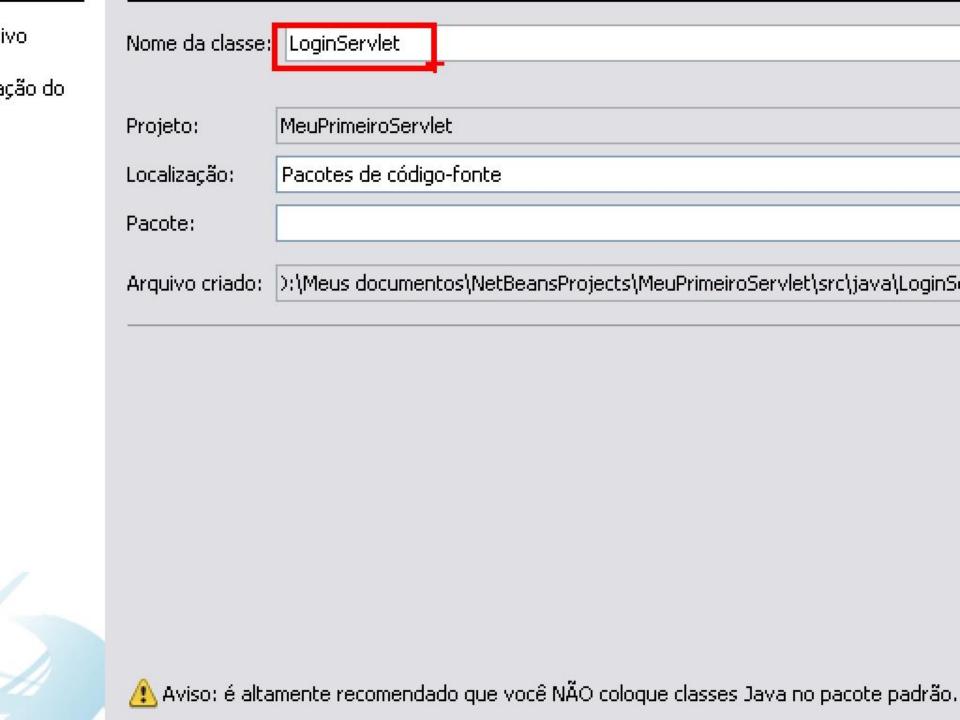


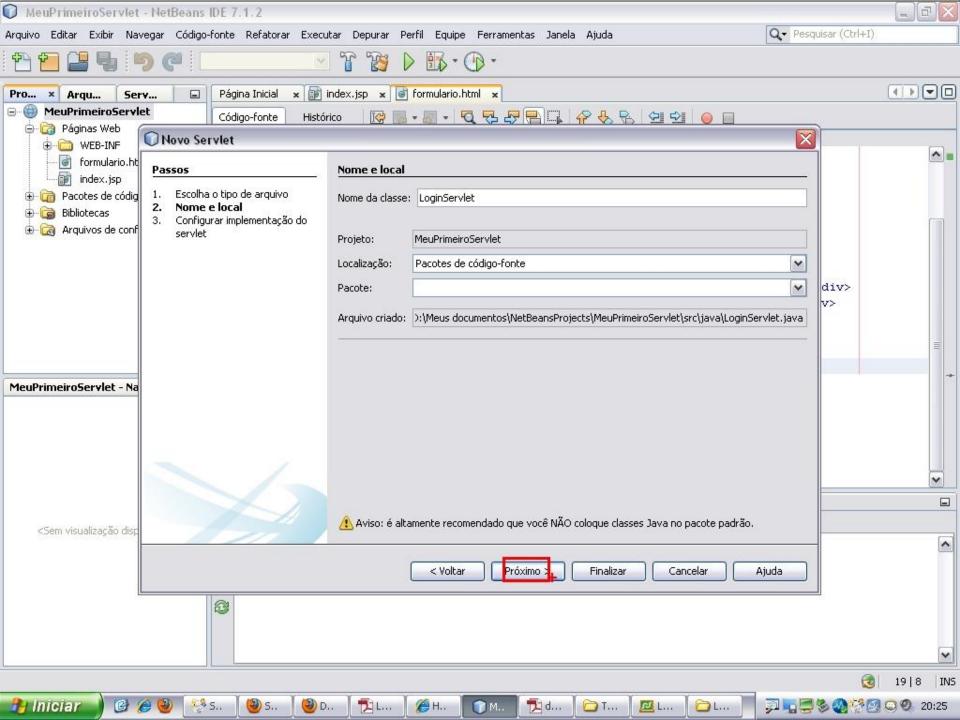


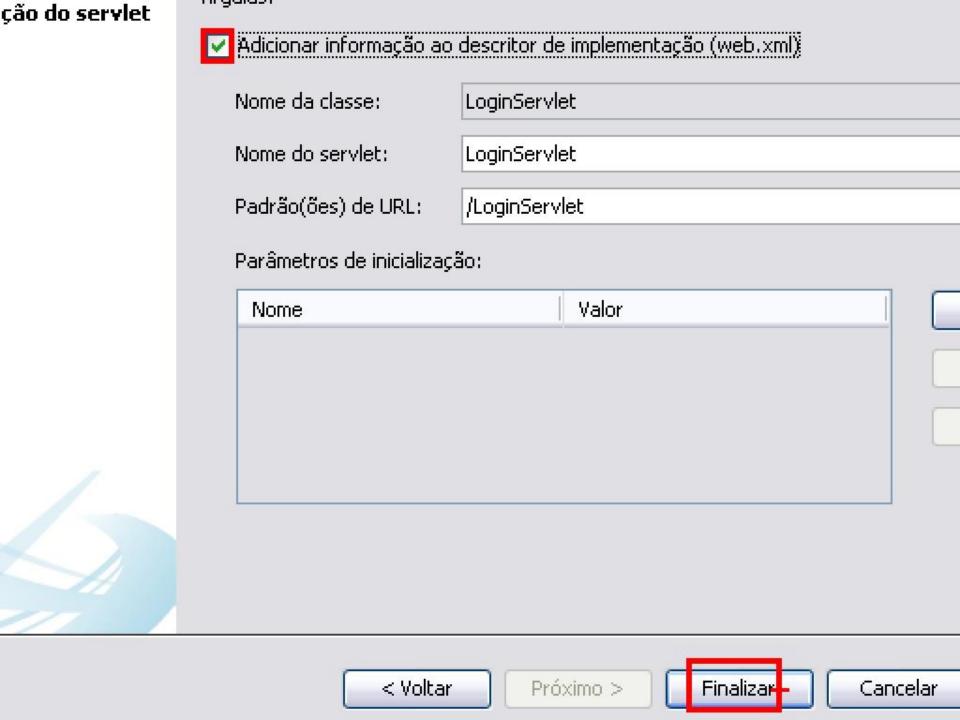


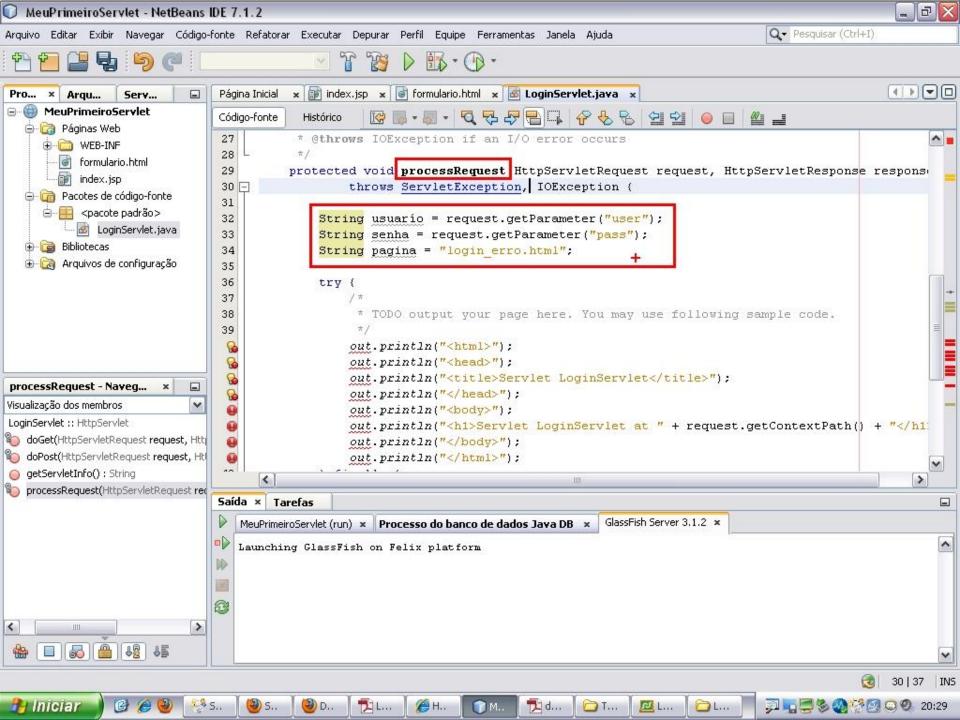


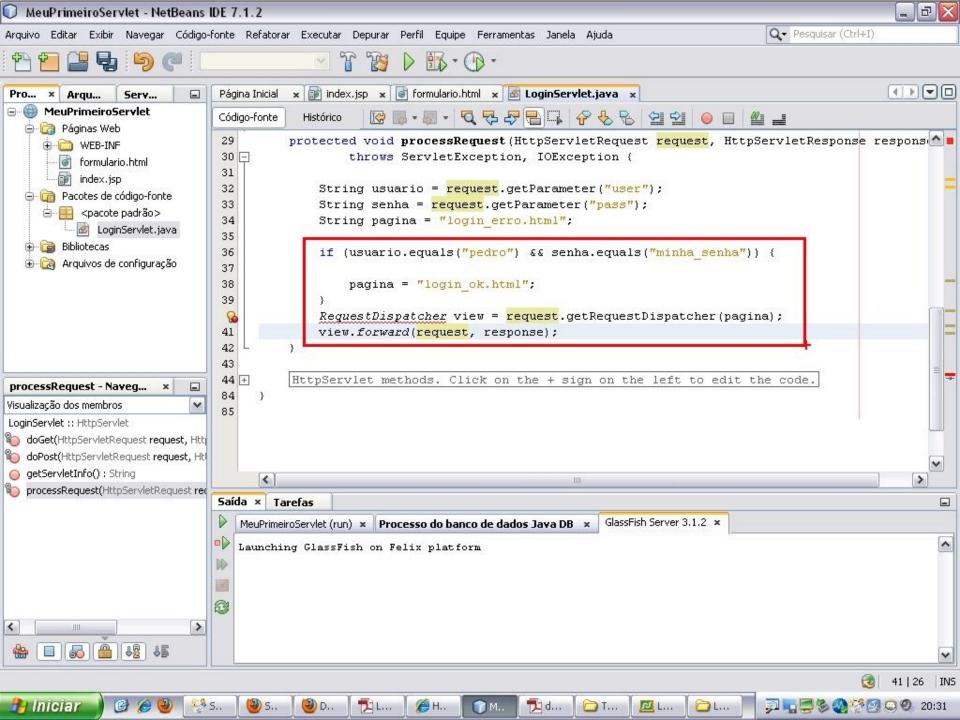


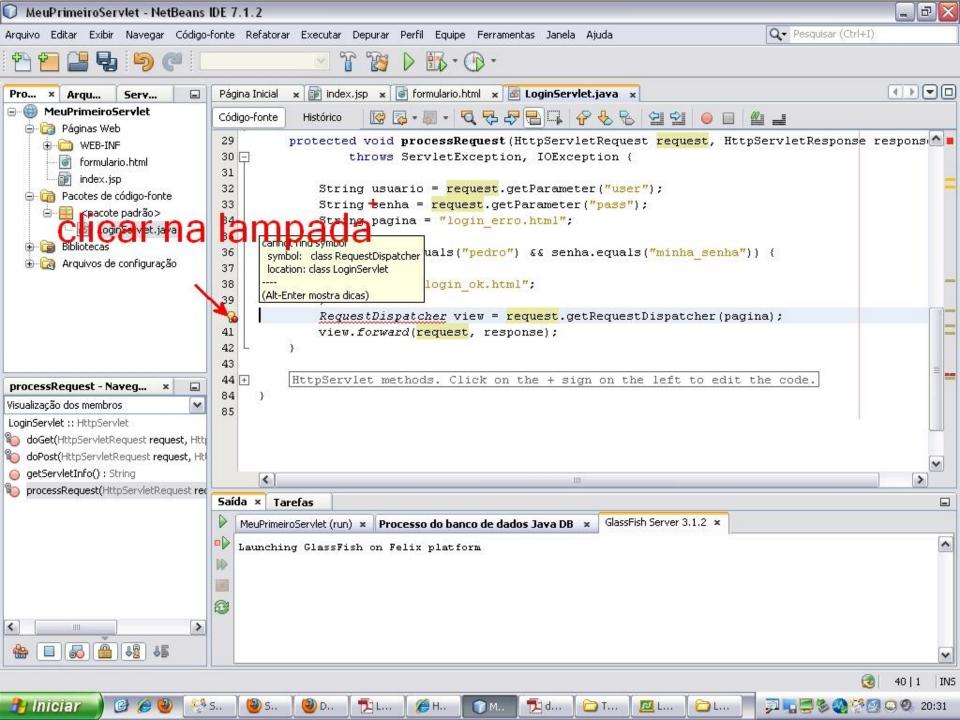


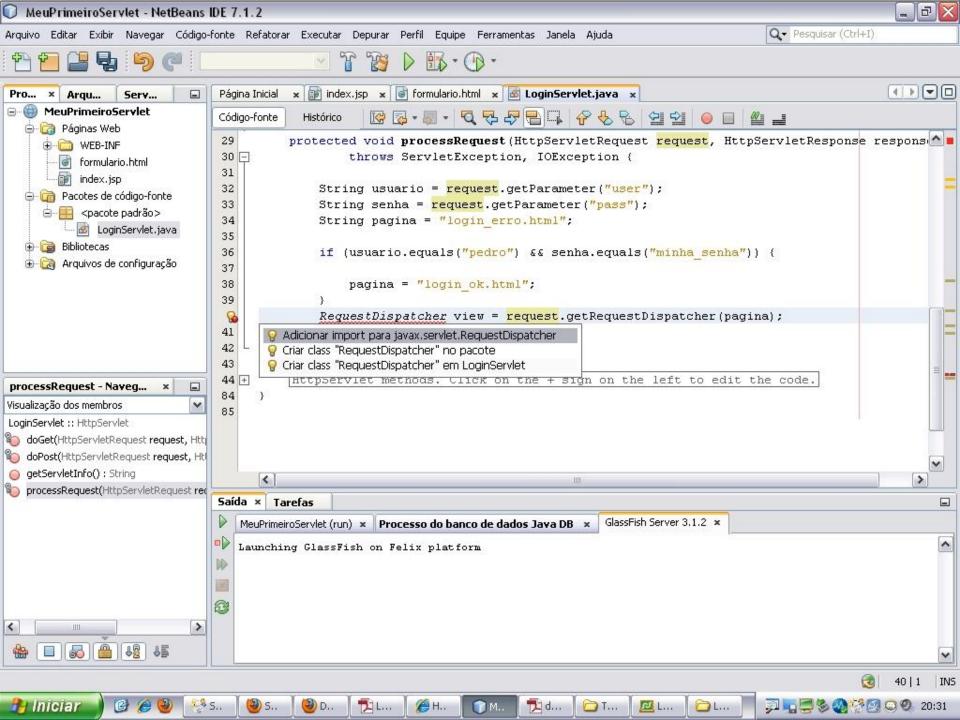


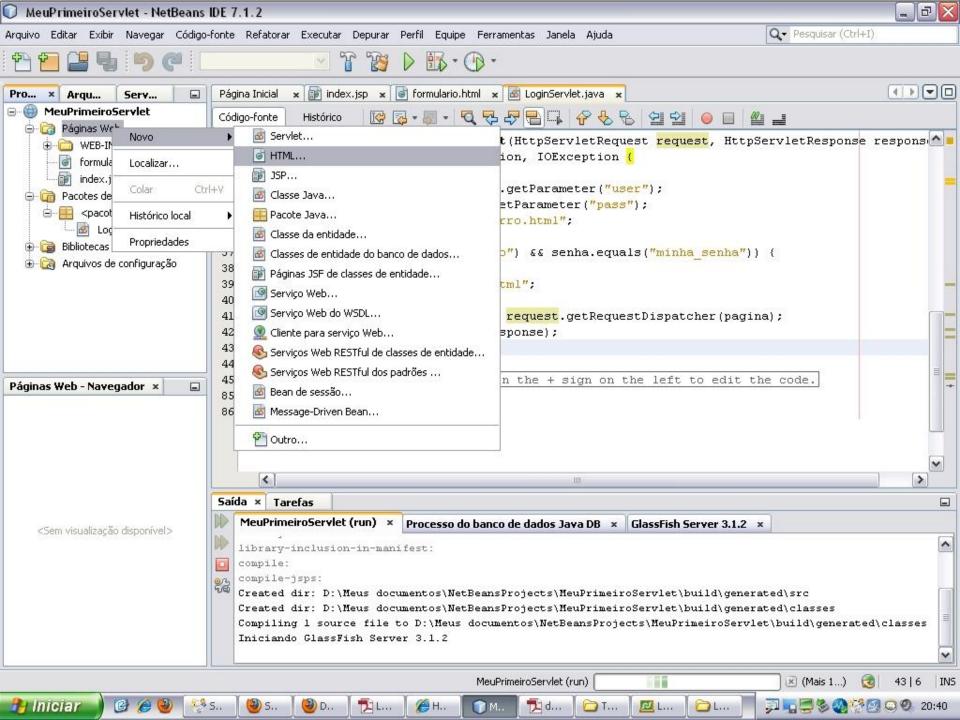


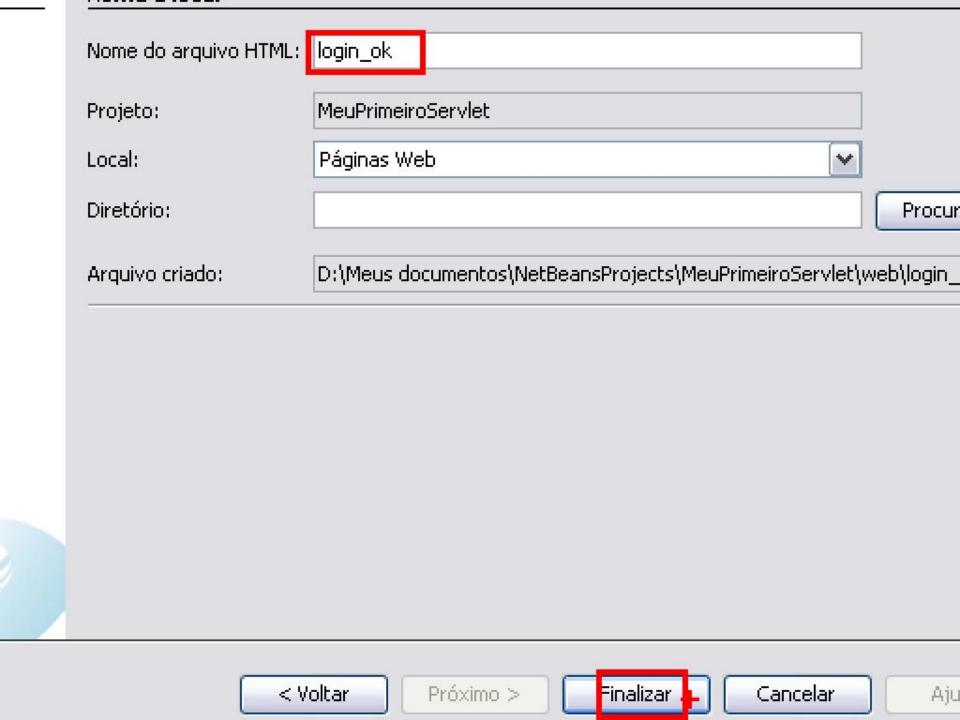


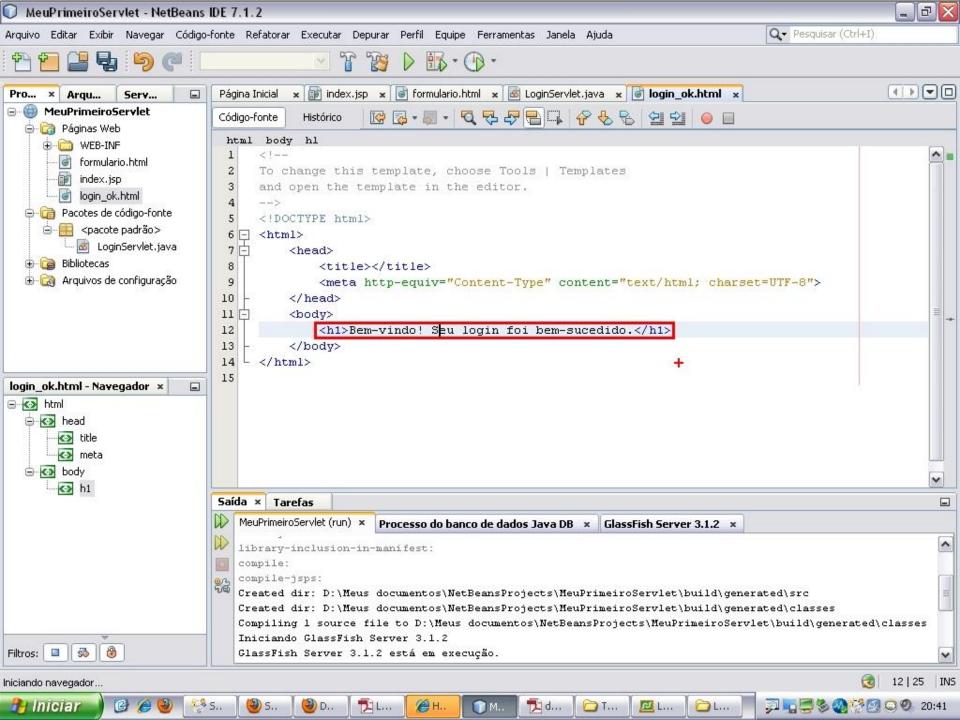


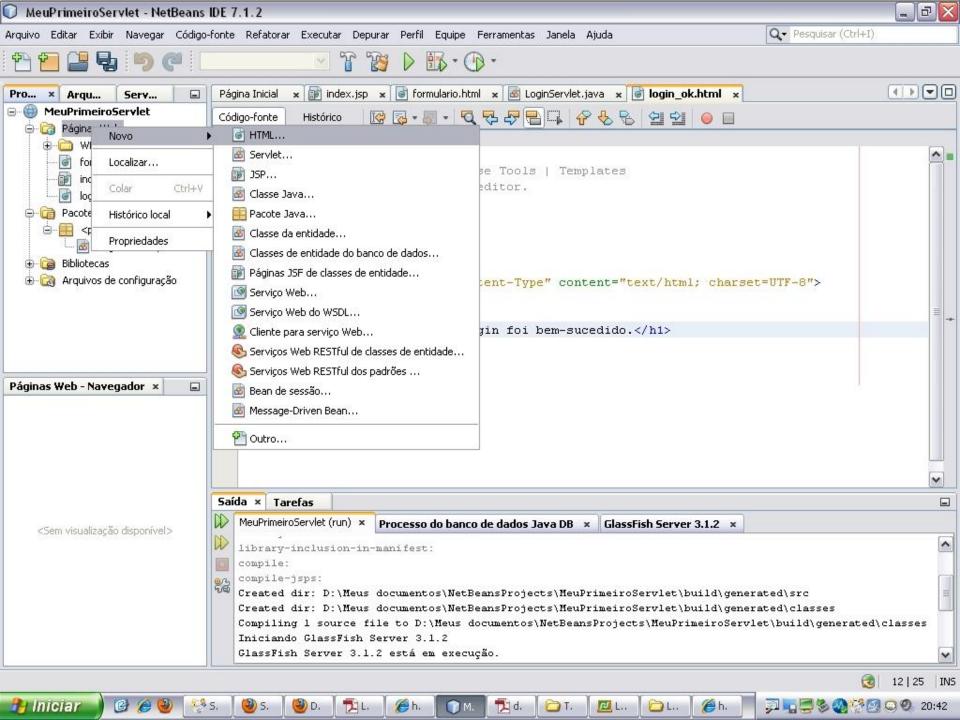


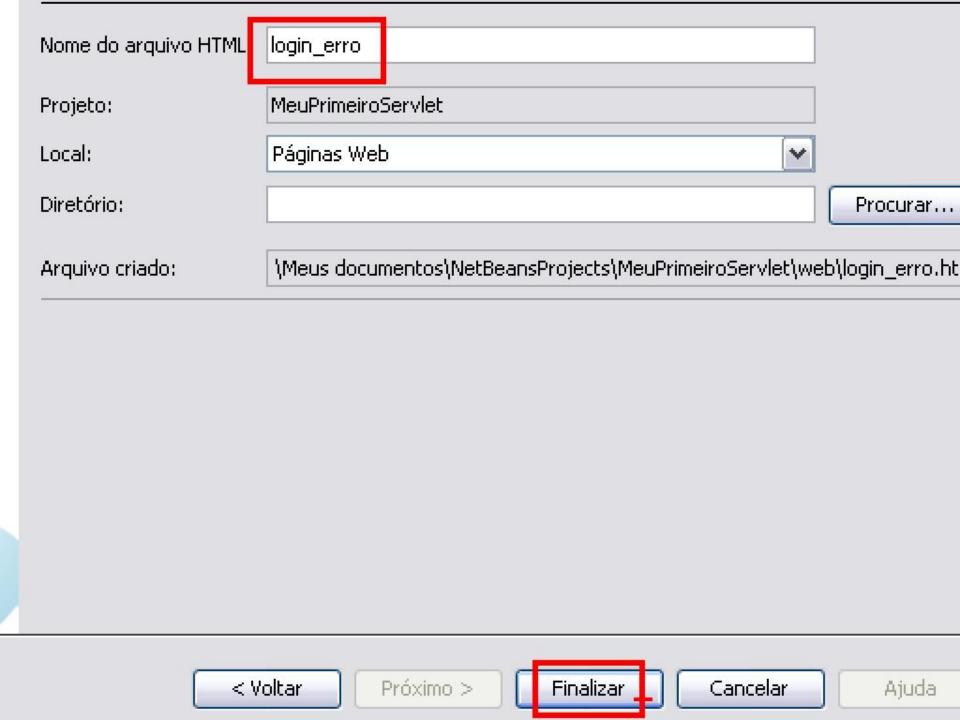


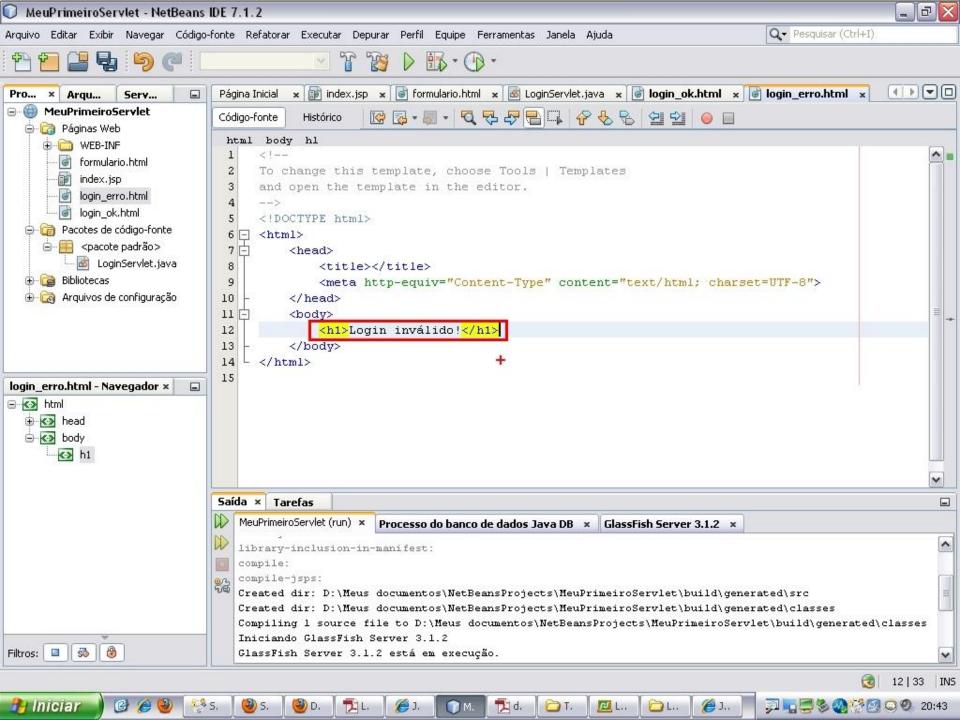


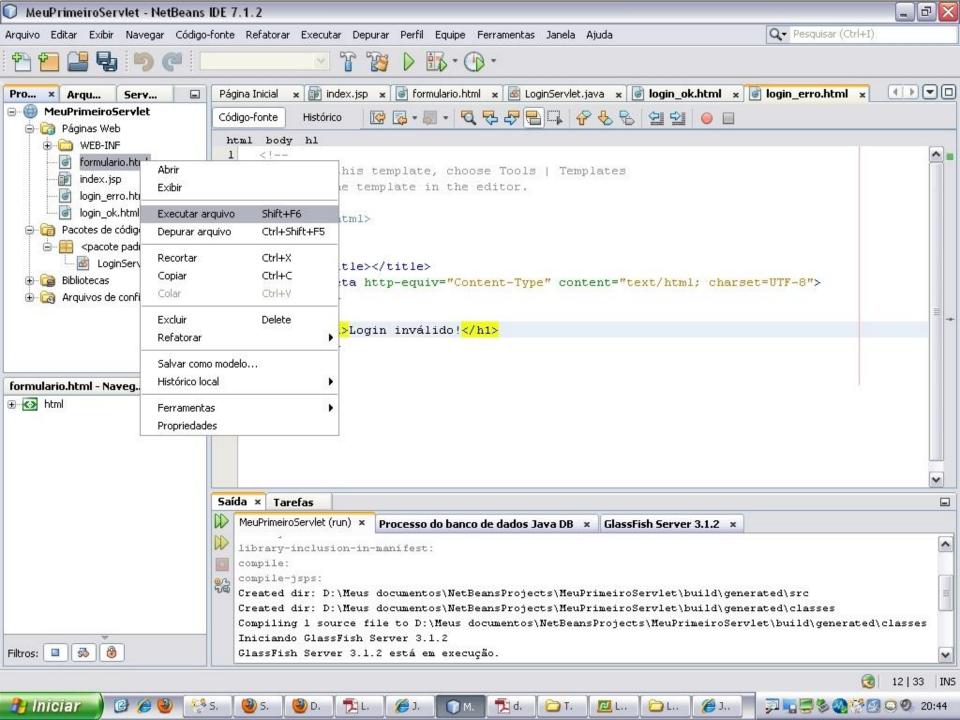














Exercícios

- 1. Teste a aplicação com logins válidos e inválidos.
- 2. Crie uma aplicação web para apresentar as tabuadas via web. Ela deverá ser composta por um formulário que solicitará o número da tabuada. Este valor deverá ser encaminhado para um servlet que irá gerar a página com as contas e os resultados da tabuada solicitada



