Disciplina: Programação Orientada a Objetos

Professor: Marcel Hugo

Equipe 10

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**Knowledge to be acquired:**

1 – Apply OOP concepts in the development of the game.

2 – Learn to use Github

3 – Learn to make UML class diagram

4 – Imrpove knowledge into the development of the user interface

**Puzzle 1 - Logical reasoning**

Draw or read. Work or not draw. Play the guitar or don't read.

Now, don't play guitar.

a) Read and Work

**b) Work and Draw – (correct)**

c) Don´t work and draw

d) Read and don´t work

**Puzzle 2 – Logical reasoning**

Lorena's age is twice that of Cristian. In 15 years, Cristian's age plus Lorena's will be 45 years old. We can say that:

1. **Today, Lorena is 10 years old (correct)**
2. Today,Cristian is 10 years old
3. Today, Lorena is 15 years old
4. Today as age add up to 25 years

**Puzzle 3 – Propositional Logic**

Using Modus Tollens ruler, answer

1=If i play chess, then i win the game.

2=I don´t win the game.

So, we can be concluded that:

a) I play chess

**b) I don´t play chess (correct)**

c) I win the game

d) None of the above

**Puzzle 4 – Propositional Logic**

Analyze the propositions and check the alternative correct according to the connectivity truth table logical.

1. **3+1=4 e 2+3=5 (correct)**
2. 6 > 2 e 7 < 3
3. 2 = 3 e 5 < 0
4. 3 = 5 e 10 > 9

Protótipos de Interface

