**Lista de atividades ECOP05 – Semana 1**

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1.

1. java
2. javac
3. java
4. class
5. classes

2.

1. encapsulamento
2. classes
3. herança
4. atributos

3.

1. Edita - compila - carrega - verifica - executa
2. Editor
3. JVM
4. Maquina virtual
5. JVM
6. Verificador de bytecode
7. Cria um bytecode do codigo escrito e o armazena em disco
8. Objeto: Relogio de pulso,

atributos: segundos minutos horas

Comportamentos: contador ,

Classe: Relogios,

herança: Timer, alarme

Modelagem:

Mensagens: sons de alerta

Encapsulamento: placa integrada

Interface: display

ocultamento de informações: funcionamento interno

6.

System.out.printf("The character %c has the value %d%n", 'A', ((int) 'A'));

System.out.printf("The character %c has the value %d%n", 'B', ((int) 'B'));

System.out.printf("The character %c has the value %d%n", 'C', ((int) 'C'));

System.out.printf("The character %c has the value %d%n", 'a', ((int) 'a'));

System.out.printf("The character %c has the value %d%n", 'b', ((int) 'b'));

System.out.printf("The character %c has the value %d%n", 'c', ((int) 'c'));

System.out.printf("The character %c has the value %d%n", '1', ((int) '1'));

System.out.printf("The character %c has the value %d%n", '2', ((int) '2'));

System.out.printf("The character %c has the value %d%n", '$', ((int) '$'));

System.out.printf("The character %c has the value %d%n", '\*', ((int) '\*'));

System.out.printf("The character %c has the value %d%n", '+', ((int) '+'));

System.out.printf("The character %c has the value %d%n", '/', ((int) '/'));

System.out.printf("The character %c has the value %d%n", ' ', ((int) ' '));