

# Java Orientado a Objetos

## Identificadores, palavras-chave e tipo

A word cloud of Java keywords and identifiers, including: char, case, break, byte, abstract, boolean, catch, assert, double, const, float, native, return, static, goto, null, interface, protected, implements, instance, of, package, private, synchronized, throw, strictfp, transient, throws, try, volatile, void, switch, short, new, super, public, finally, enum, else, class, continue, default, and finally.

# JavaDoc

```
/**  
 * Exemplo básico de um comentário em JavaDoc  
 * Com mais de uma linha.  
 */
```

**@author**

**@link**

**@deprecat  
ed**

**@param**

**@return**

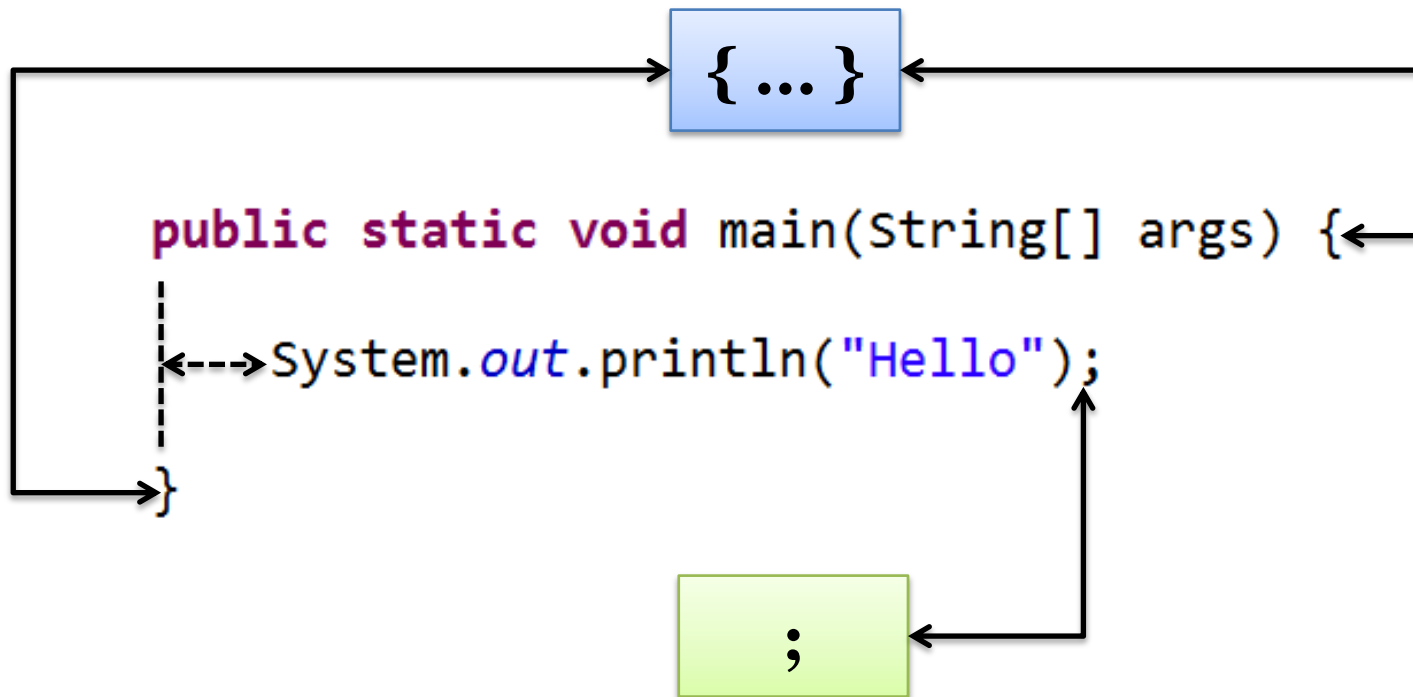
**@see**

**@since**

**@throws**

**@version**

# Ponto-e-Vírgula, Blocos e Espaço



# Identificadores e Palavras Reservadas

case-sensitive

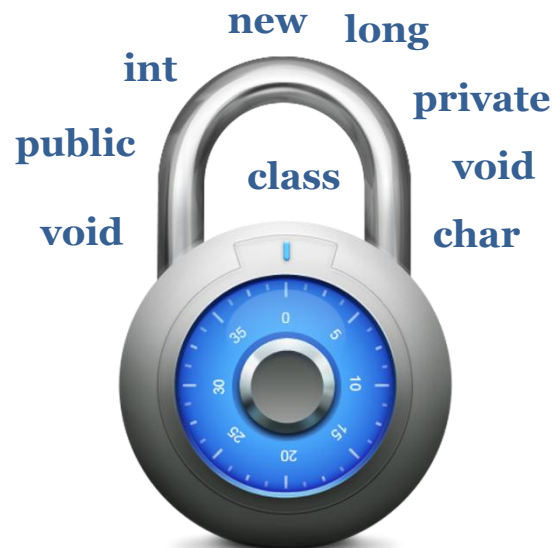
hello  $\neq$  Hello



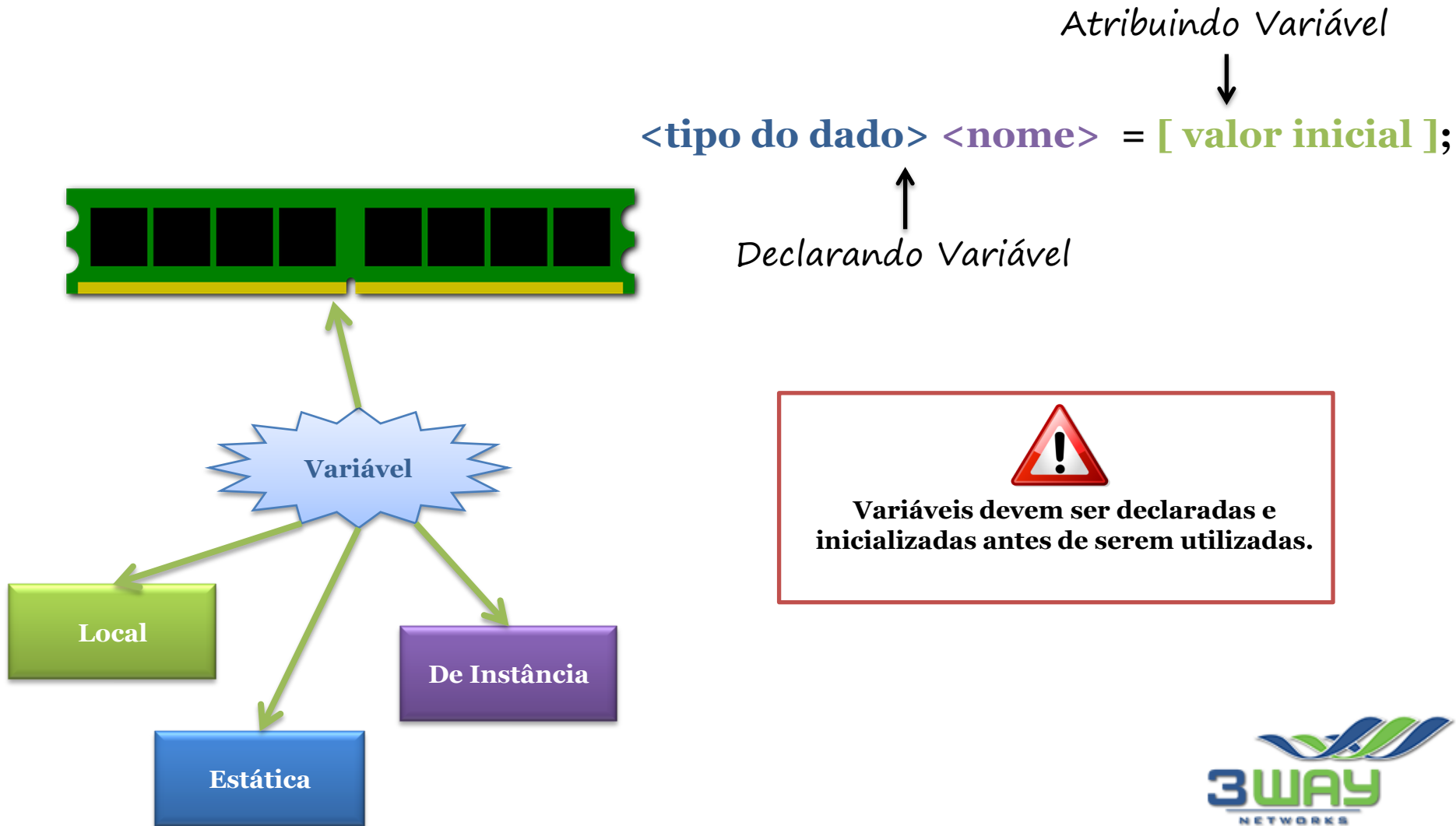
numero  
número  
a\_com\_b  
\_var01\_  
\$\_100



n^mero  
0001var  
a-com-b  
var/01, \$\$..100

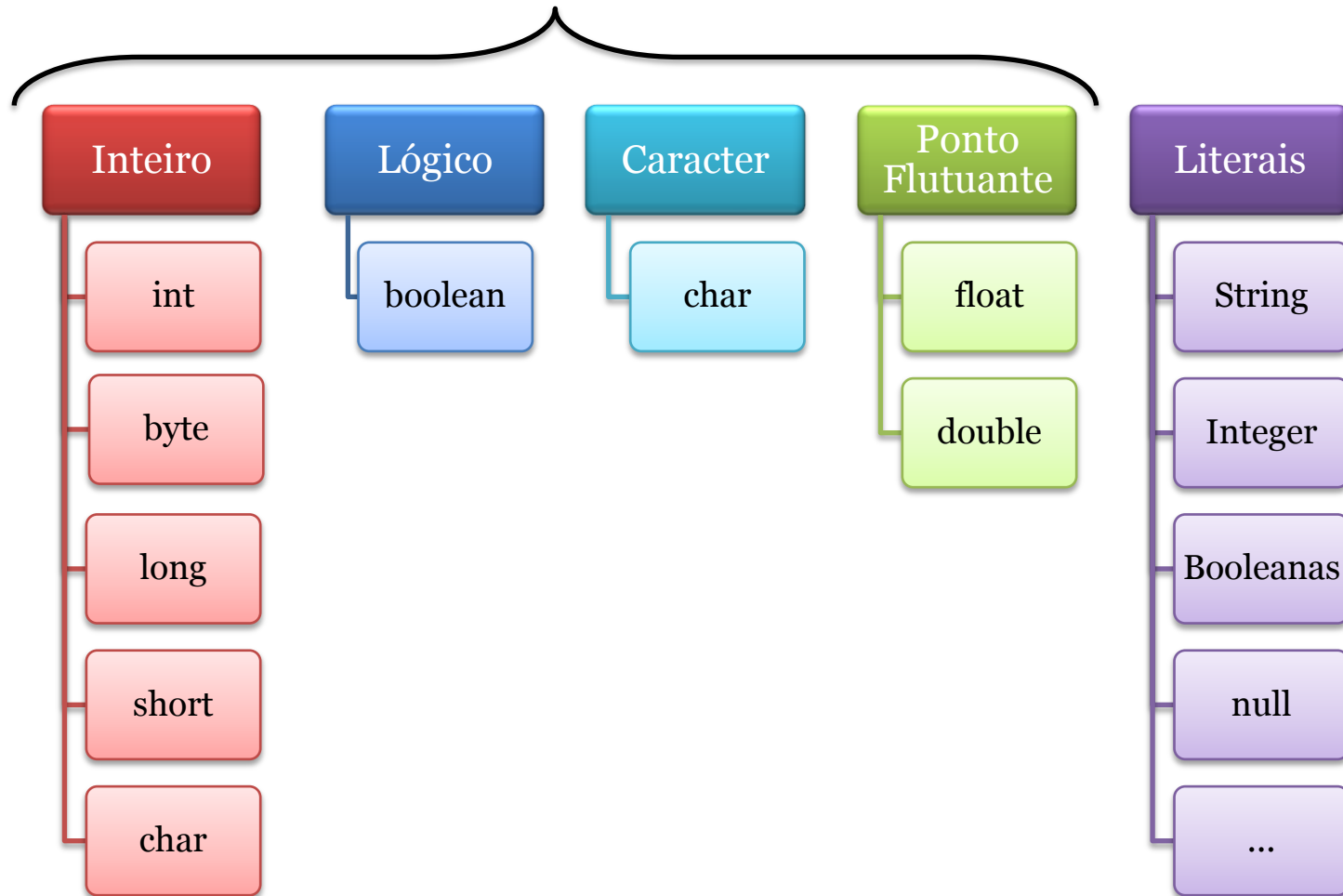


# Variáveis, Declaração e Atribuição

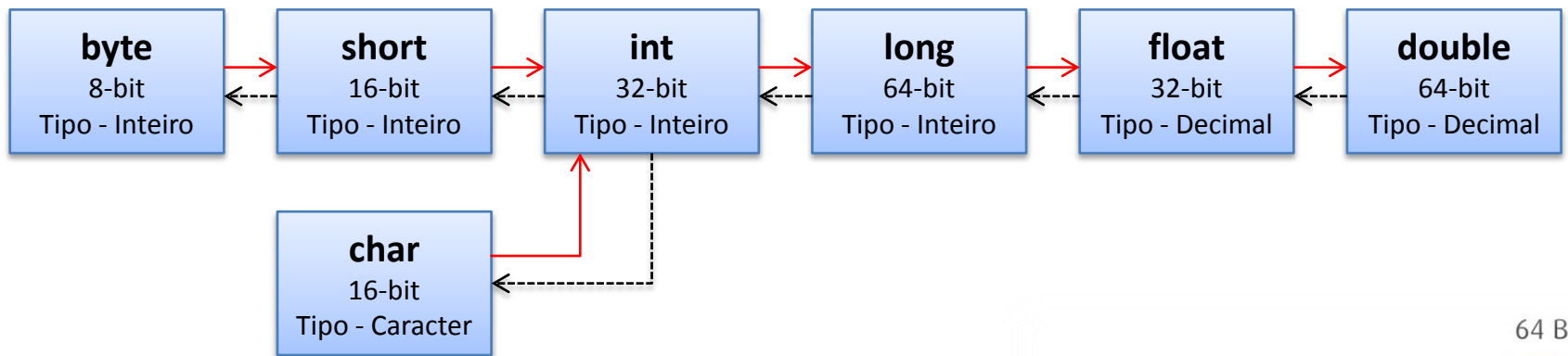


# Tipos de Dados

## Tipos Primitivos



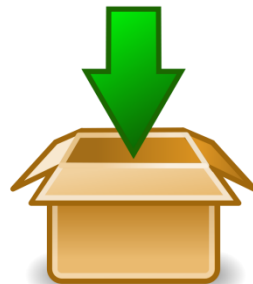
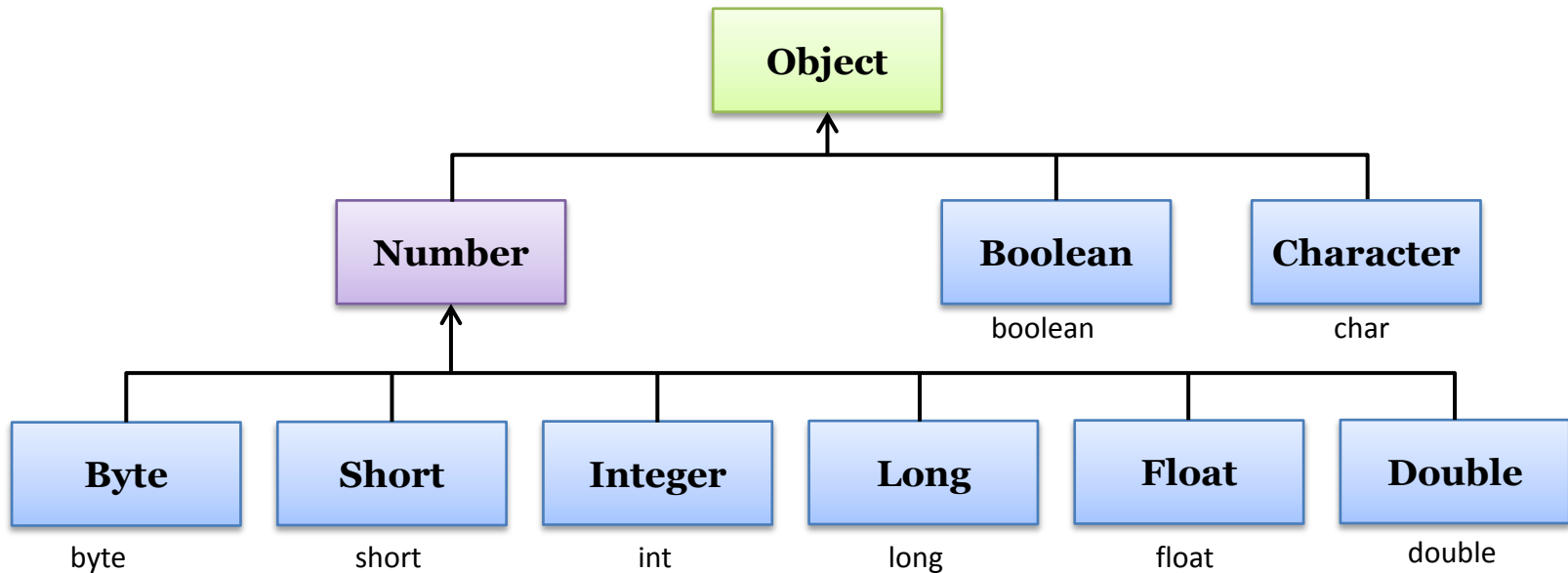
# Casting de Tipos Primitivos



→ Casting implícito (Automático)  
-----> Casting explícito (Requer a utilização de cast)



# Classes Wrapper (Empacotadoras)





# Construtores e método valueOf

Float **variavelFloat** =

+



## Construtores

```
new Float(1.1f);  
new Float(1.1);  
new Float("1.1");  
new Float("1.1f");
```

## Método ValueOf

```
Float.valueOf("1.1f");  
Float.valueOf("1.1");
```

# AutoBoxing – Boxing and Unboxing

```
int i = 10;  
Integer iRef = new Integer(i); // Boxing Explícito  
int j = iRef.intValue(); // Unboxing Explícito  
iRef = i; // Boxing Automático  
j = iRef; // Unboxing Automático
```

