



# **Trabalho de Orientação a Objetos**

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# Gerência de Patrimônios



# Minicenário

## Gerência de Patrimônio

O Gerente de uma grande filial pretende fazer a declaração anual do imposto de renda, nesse sentido, ele contratou você para desenvolver uma aplicação que possa facilitar esse processo. Para isso, a aplicação deve atender aos seguintes requisitos: permitir o registro ou remoção de diferentes patrimônios, com seus nomes e valores, fazer a listagem dos patrimônios e ser possível buscá-los dado o seu nome, como também fazer o registro ou remoção de diferentes Filiais com seus nomes e Patrimônios registrados.

# Estrutura da Solução

## Vehicle

- model : String
- brand : String
- productionYear : int

- + Vehicle(name : String, amount : int, value : double, model : String, brand : String, productionYear : int)
- + Vehicle(name : String, amount : int, value : double, model : String, brand : String)
- + Vehicle(name : String, amount : int, value : double, model : String)
- + Vehicle(name : String, amount : int, value : double)
- + Vehicle(name : String, value : double)
- + Vehicle(name : String, amount : int)
- + Vehicle(name : String)
- + setModel(model : String) : void
- + getModel() : String
- + setBrand(brand : String) : void
- + getBrand() : String
- + setProductionYear(productionYear : int) : void
- + getProductionYear() : int
- + editModel(model : String) : void
- + editBrand(brand : String) : void
- + editProductionYear(productionYear : int) : void
- + toString() : String

# Estrutura da Solução

Buildings
<ul style="list-style-type: none"><li>- floorsQtd : int</li><li>- area : double</li></ul>
<ul style="list-style-type: none"><li>+ Buildings(name : String, amount : int, value : double, floorsQtd : int, area : double, address : Address)</li><li>+ Buildings(name : String, amount : int, value : double, floorsQtd : int, area : double)</li><li>+ Buildings(name : String, amount : int, value : double, floorsQtd : int)</li><li>+ Buildings(name : String, amount : int, value : double)</li><li>+ Buildings(name : String, amount : int)</li><li>+ Buildings(name : String, value : double)</li><li>+ Buildings(name : String)</li><li>+ getFloorsQtd() : int</li><li>+ setFloorsQtd(floorsQtd : int) : void</li><li>+ getArea() : double</li><li>+ setArea(area : double) : void</li><li>+ getAddress() : Address</li><li>+ setAddress(address : Address) : void</li><li>+ edit(floorsQtd : int) : void</li><li>+ edit(area : double) : void</li><li>+ edit(address : Address) : void</li><li>+ edit(floorsQtd : int, area : double) : void</li><li>+ edit(floorsQtd : int, area : double, address : Address) : void</li><li>+ toString() : String</li></ul>



# Estrutura da Solução

<<Abstract>>	
<b><i>Patrimony</i></b>	
- name : String - value : double - amount : int = 1	
+ Patrimony(name : String, amount : int, value : double) + Patrimony(name : String) + Patrimony(name : String, value : double) + Patrimony(name : String, amount : int) + setName(name : String) : void + getName() : String + setValue(value : double) : void + getValue() : double + getAmount() : int + setAmount(amount : int) : void + edit(name : String, amount : int, value : double) : void + edit(name : String) : void + edit(value : double) : void + edit(amount : int) : void + edit(name : String, value : double) : void + edit(name : String, amount : int) : void + edit(amount : int, value : double) : void + toString() : String	

# Estrutura da Solução

## Filial

- value : int

- + Filial(name : String)
- + Filial(name : String, adress : Address)
- + setPatrimony(patrimony : ArrayList<Patrimony>) : void
- + getPatrimony() : List<Patrimony>
- + getValue() : double
- + creatV(name : String, amount : int, value : double, model : String, brand : String, productionYear : int) : boolean
- + creatV(name : String, value : double) : boolean
- + creatV(name : String, amount : int, value : double) : boolean
- + createV(name : String) : boolean
- + creatB(name : String, amount : int, value : double, floorsQTD : int, area : double) : boolean
- + creatB(name : String, amount : int, value : double) : boolean
- + creatB(name : String, value : double) : boolean
- + createB(name : String) : boolean
- + add(patrimony : Patrimony) : boolean
- + editPatrimony(oldName : String, newName : String) : boolean
- + editPatrimony(name : String, newValue : double) : void
- + editPatrimony(patName : String, amount : int) : void
- + remove(patName : String) : boolean
- + remove(p : Patrimony) : boolean
- + toString() : String

# Estrutura da Solução

## Company

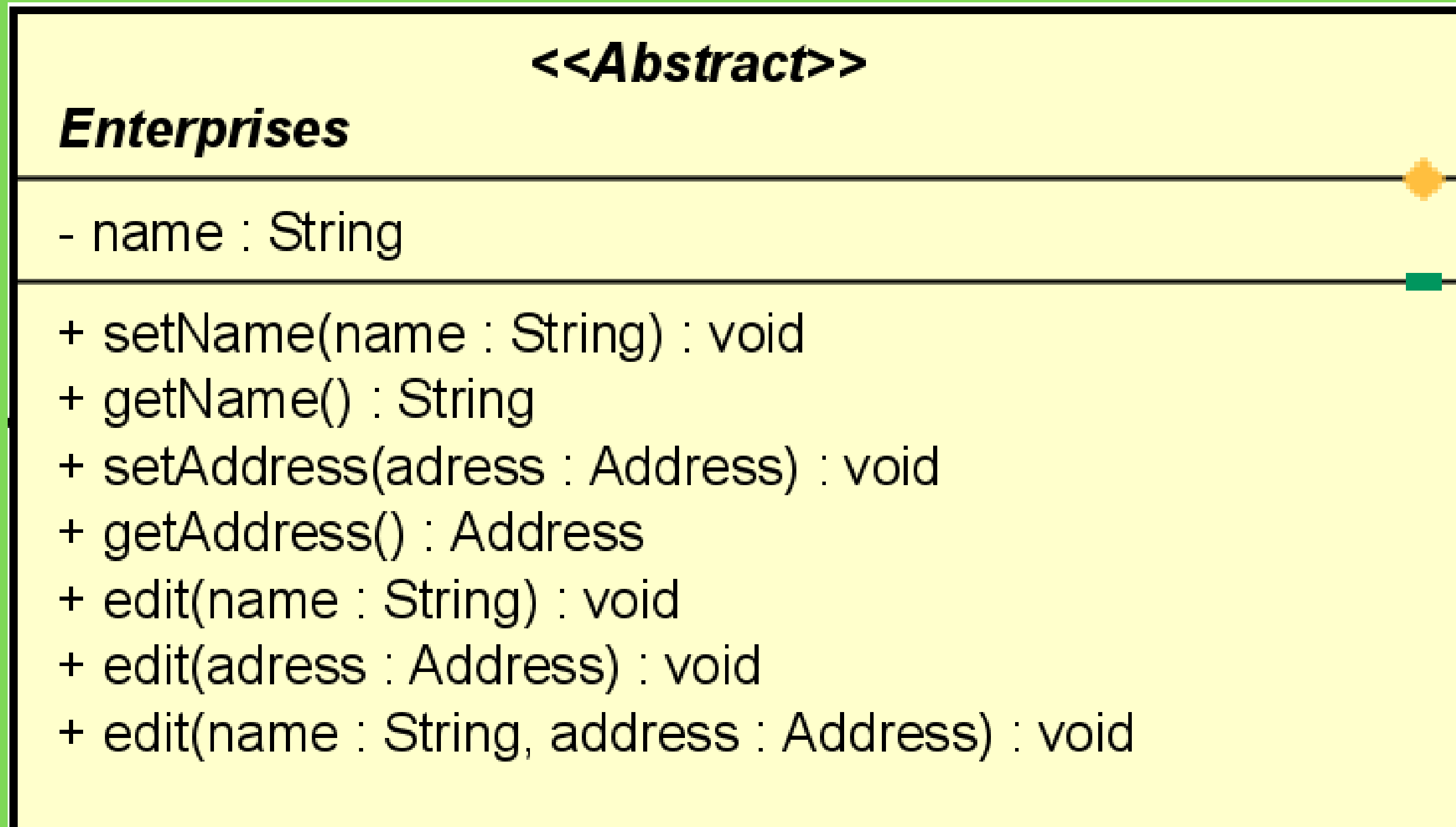
- + Company(name : String, adress : Address)
- + Company(name : String)
- + setFilials(filials : ArrayList<Filial>) : void
- + getFilials() : List<Filial>
- + getValue() : double
- + addFilial(filial : Filial) : boolean
- + createFilial(name : String, address : Address) : boolean
- + createFilial(name : String) : boolean
- + add(filialName : String, patrimony : Patrimony) : boolean
- + editFilial(oldName : String, newName : String) : boolean
- + editFilial(name : String, newAdress : Address) : void
- + edit(filialName : String, oldPatName : String, newPatName : String) : boolean
- + edit(filialName : String, patName : String, newPatValue : double) : void
- + edit(filialName : String, patName : String, newPatAmount : int) : void
- + remove(filialName : String) : boolean
- + remove(f : Filial) : boolean
- + remove(filialName : String, patrimonyName : String) : boolean
- + toString() : String



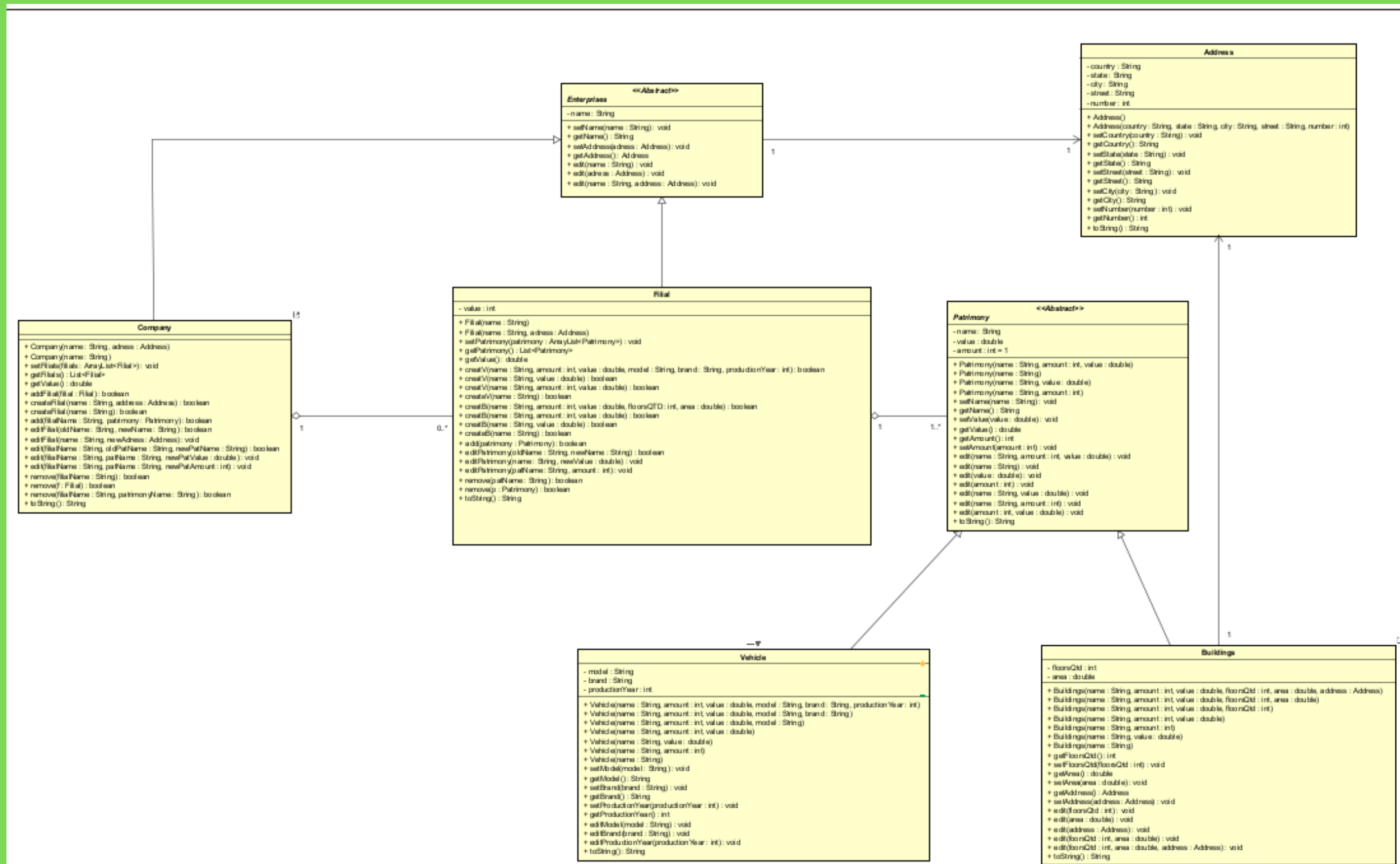
# Estrutura da Solução

Address
<ul style="list-style-type: none"><li>- country : String</li><li>- state : String</li><li>- city : String</li><li>- street : String</li><li>- number : int</li></ul>
<ul style="list-style-type: none"><li>+ Address()</li><li>+ Address(country : String, state : String, city : String, street : String, number : int)</li><li>+ setCountry(country : String) : void</li><li>+ getCountry() : String</li><li>+ setState(state : String) : void</li><li>+ getState() : String</li><li>+ setStreet(street : String) : void</li><li>+ getStreet() : String</li><li>+ setCity(city : String) : void</li><li>+ getCity() : String</li><li>+ setNumber(number : int) : void</li><li>+ getNumber() : int</li><li>+ toString() : String</li></ul>

# Estrutura da Solução



# Relacionamentos



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