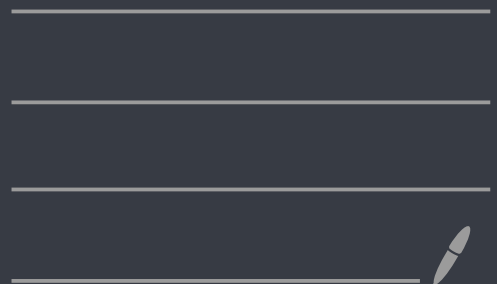
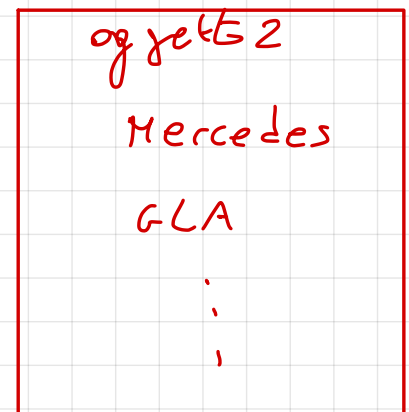
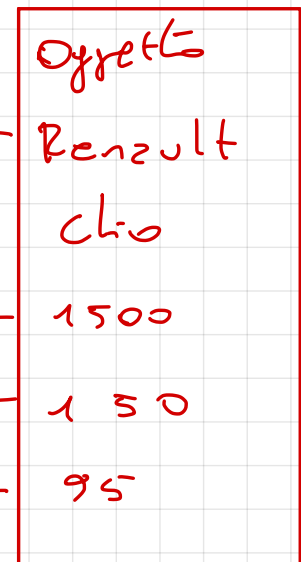
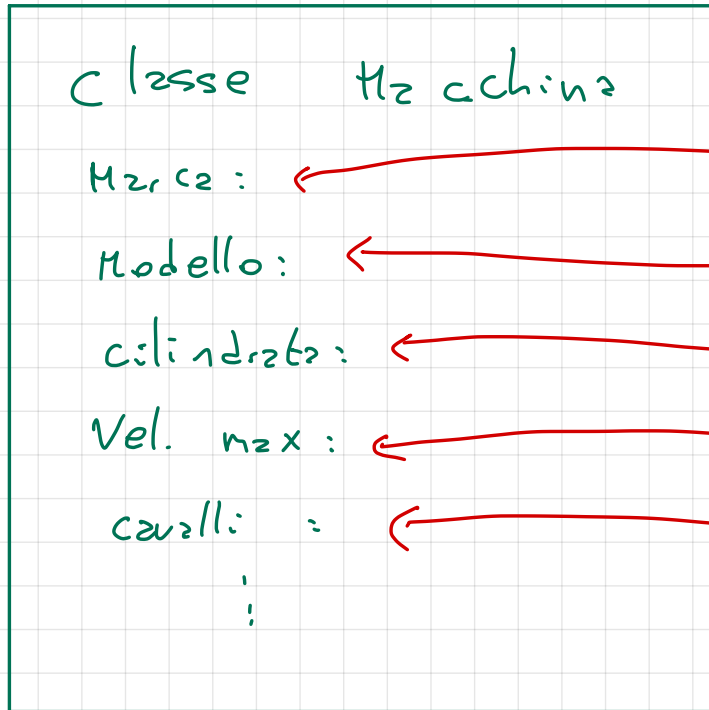


Introduzione alla programmazione a oggetti

Java



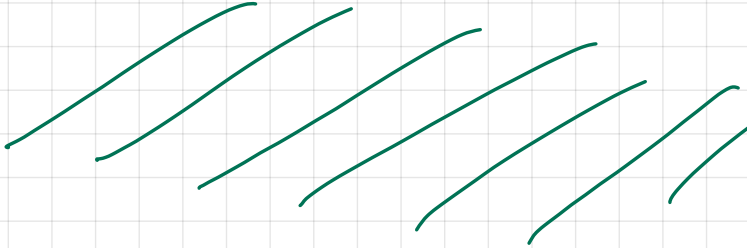
- Ereditarietà
- Polimorfismo
- Incapsulamento
- CLASSI
- OGGETTI



visibilità

tipo restituito,
in questo caso null

private void Macchina.start() {



}

Come fz l2
macchina 2 partire
nell' risultato

main

```
Macchina m = new Macchina();
```

```
    ↓ ↓ ↓  
m.start();  
    ↑ ↑ ↑
```

```
Macchina n = new Macchina();
```

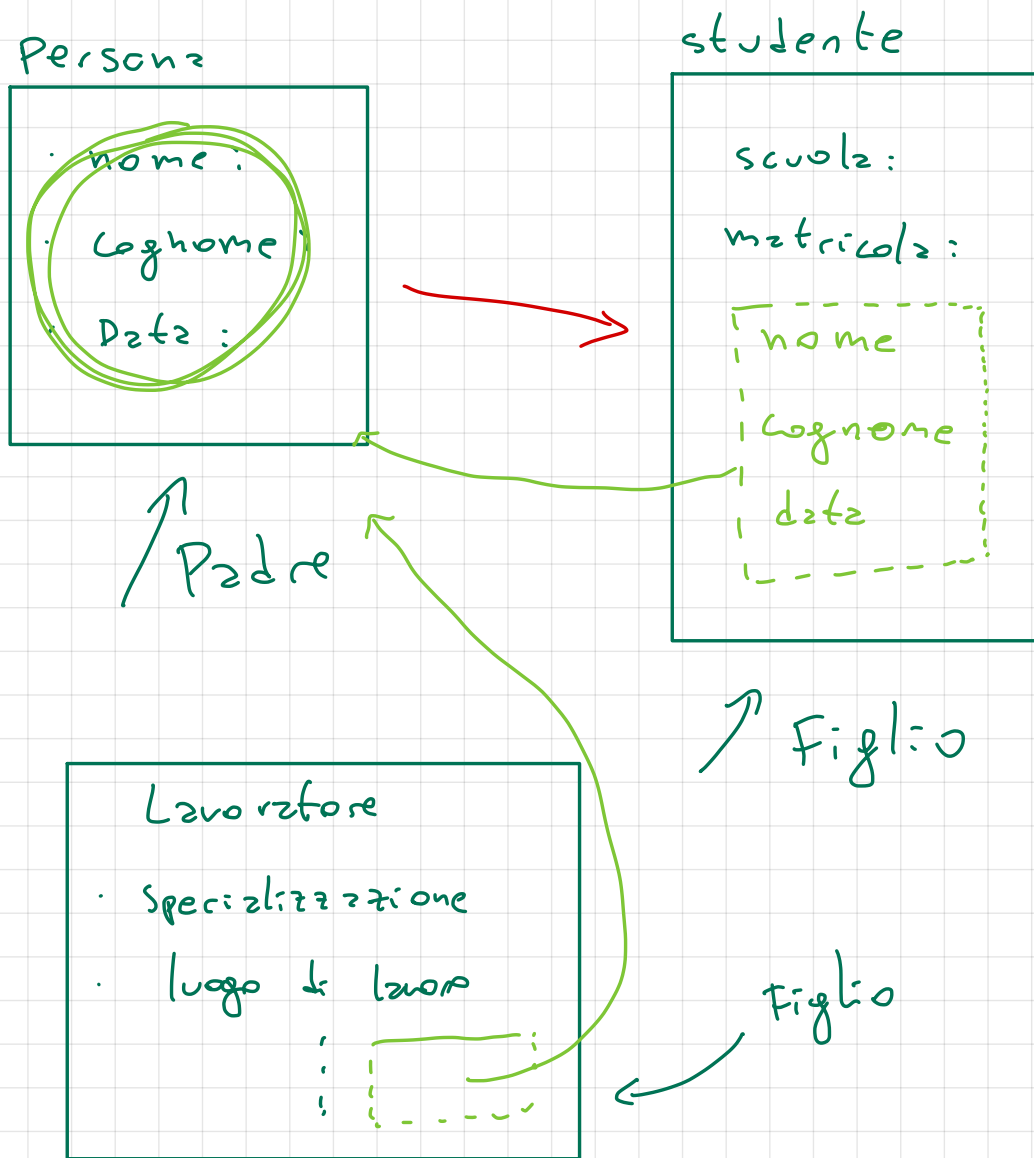
```
    ↓ ↓ ↓  
n.start();  
    ↑ ↑ ↑
```

Implementazione
nel Main

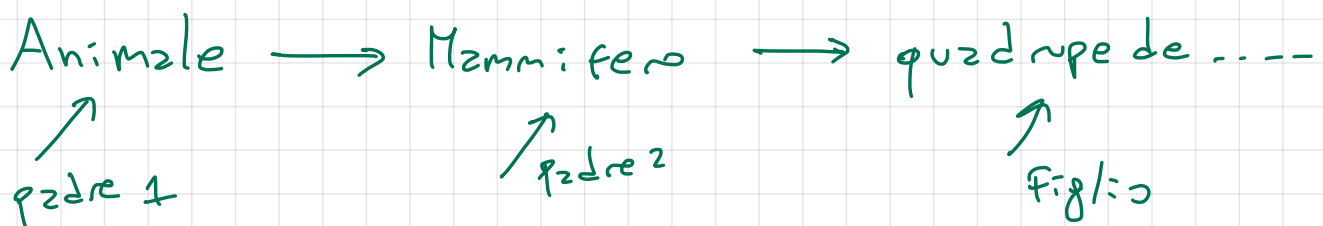
3 tipi di visibilità

- Public : visibile a tutti (perciò anche fuori dalla classe)
- Private : visibile alla classe
- Protected : visibile alla classe e alle figlie!

Ereditarietà



Esempio di classi derivate



Figura

· calcula Perim

· calcula Area...

Quadrado

· calcula Perimetro() {

// ...

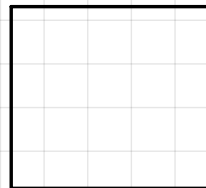
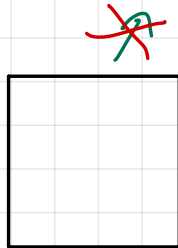
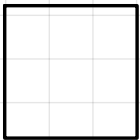
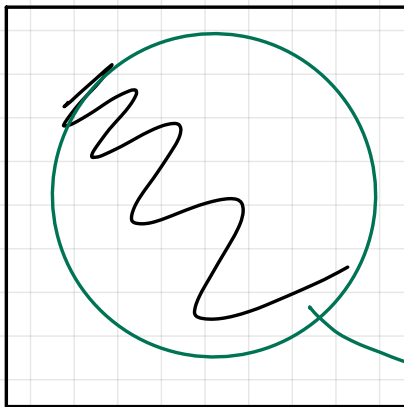
}

Triângulo

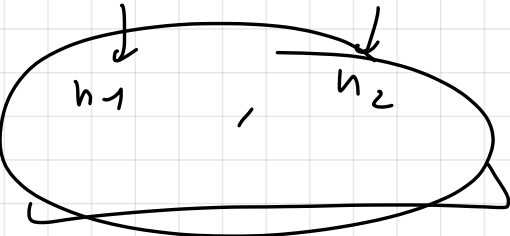
calcula perimetro() {

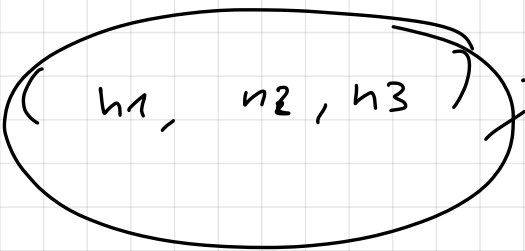
// ...

}



Poli morfismo

calcola Perimetro ();

calcola Perimetro ();

```
private int calcola Perimetro( int n1, int n2 ) {  
    return n1 + n2;  
}
```

```
private int calcola Perimetro( int n1, int n2 , int n3 ) {  
    return n1 + n2 + n3;  
}
```

possiamo