EXERCICIO 1 PRATICA 3

/\*

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\*/

package pessoass;

/\*\*

\*

\* @author User

\*/

public class Pessoass {

protected String RG;

private final String nome;

Pessoass (String RG, String nome)

{

this.RG=RG;

this.nome=nome;

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

// TODO code application logic here

Funcionario func;

func=new Funcionario("2878945689","João",10000.00);

System.out.println ("O salário é:" + func.aumentar\_Salario(0.1));

}

}

/\*

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\*/

package pessoass;

/\*\*

\*

\* @author User

\*/

public class funcionarios extends Pessoass {

private double salario;

public funcionarios(String RG, String nome) {

super(RG, nome);

}

funcionarios (String RG, String nome, double salario)

{

super(RG, nome);

this.salario=salario;

}

double getSalario()

{

return salario;

}

void setSalario (double salario)

{

this.salario=salario;

}

double aumentar\_Salario (double percentual)

{

return salario+(salario\*percentual);

}

}

Exercício 2

/\*

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\*/

package animal;

/\*\*

\*

\* @author User

\*/

public class Animal {

protected String nome;

protected double peso;

public Animal(String nome, double peso) {

this.nome = nome;

this.peso = peso;

}

public String getNome() {

return nome;

}

public double getPeso() {

return peso;

}

public void setNome(String nome) {

this.nome = nome;

}

public void setPeso(double peso) {

this.peso = peso;

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

// TODO code application logic here

}

}

/\*

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package animal;

/\*\*

\*

\* @author User

\*/

public class cachorro {

protected String raça;

public cachorro(String raça) {

this.raça = raça;

}

public String getRaça() {

return raça;

}

public void setRaça(String raça) {

this.raça = raça;

}

}

/\*

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\*/

package animal;

/\*\*

\*

\* @author User

\*/

public class peixe {

protected String tipoHabitat;

public peixe(String tipoHabitat) {

this.tipoHabitat = tipoHabitat;

}

public String getTipoHabitat() {

return tipoHabitat;

}

public void setTipoHabitat(String tipoHabitat) {

this.tipoHabitat = tipoHabitat;

}

}

/\*

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package animal;

/\*\*

\*

\* @author User

\*/

public class zoo {

protected String animal;

public zoo(String animal) {

this.animal = animal;

}

public String getAnimal() {

return animal;

}

public void setAnimal(String animal) {

this.animal = animal;

}

}

Exercicio 3

/\*

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\*/

package funcionario;

/\*\*

\*

\* @author User

\*/

public class Funcionario {

protected String nome;

protected int cpf;

protected double salario;

public Funcionario(String nome, int cpf, double salario) {

this.nome = nome;

this.cpf = cpf;

this.salario = salario;

}

public String getNome() {

return nome;

}

public int getCpf() {

return cpf;

}

public double getSalario() {

return salario;

}

public void setNome(String nome) {

this.nome = nome;

}

public void setCpf(int cpf) {

this.cpf = cpf;

}

public void setSalario(double salario) {

this.salario = salario;

}

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

// TODO code application logic here

}

}

/\*

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package funcionario;

/\*\*

\*

\* @author User

\*/

public class gerente {

private int senha;

private boolean autenticar;

public gerente(int senha, boolean autenticar) {

this.senha = senha;

this.autenticar = autenticar;

}

public int getSenha() {

return senha;

}

public boolean isAutenticar() {

return autenticar;

}

public void setSenha(int senha) {

this.senha = senha;

}

public void setAutenticar(boolean autenticar) {

this.autenticar = autenticar;

}

}