**Lista de Variáveis, Métodos, Funções:**

|  |  |  |
| --- | --- | --- |
| **Variable** | **Comments** | **Name Suggestion** |
| $idCategoria | */\*\**Identifier of a category of crime*\*/* | $categoryId |
| $natureza | */\*\**Name of nature*\*/* | $natureName |
| $idNatureza | */\*\**Identifier of a nature of crime*\*/* | $natureId |

|  |  |  |
| --- | --- | --- |
| **Method** | **Comments** | **Name Suggestion** |
| \_\_construct() | */\*\* Constructor to instance a new category controller \*/* | *--* |
| \_constructOverload() | */\*\* Full constructor to instance a new category controller \*/* | *--* |
| \_getIdCategoria() | */\*\* Function to get the id of a category of crime \*/* | *getCategoryId()* |
| \_setIdCategoria() | */\*\* Function to set the id of a category of crime \*/* | *setCategoryId()* |
| \_getIdNatureza() | */\*\* Function to get the id of a nature of crime \*/* | *getNatureId()* |
| \_setIdNatureza() | */\*\* Function to set the id of a nature of crime \*/* | *setNatureId()* |
| \_getNatureza() | */\*\* Function to get the name of a nature of crime \*/* | *getNatureName()* |
| \_setNatureza() | */\*\* Function to set the name of a nature of crime \*/* | *setNatureName()* |