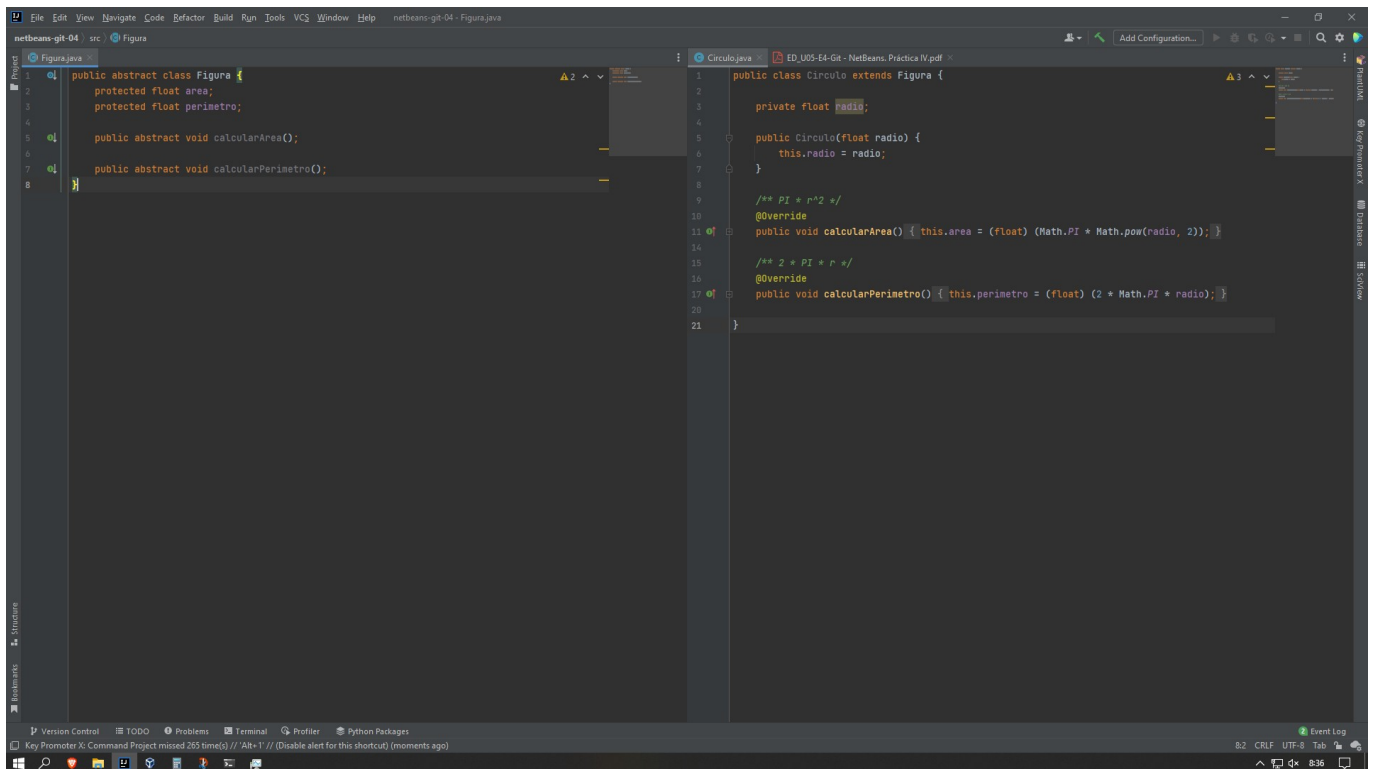


## GIT y IDE

NOTA: IDE IntelliJ IDEA

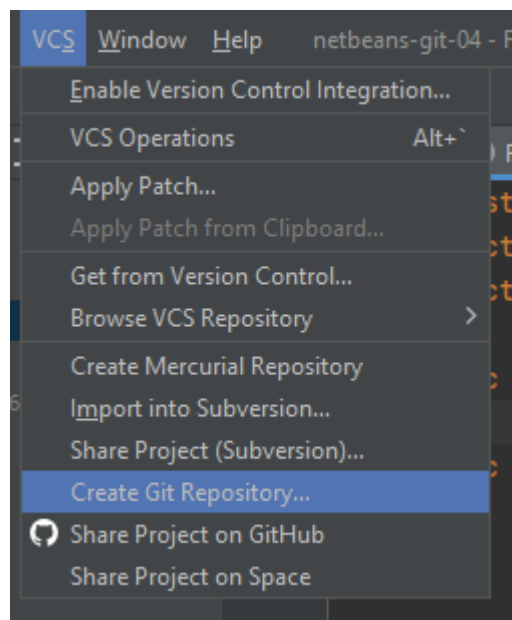


The screenshot shows the NetBeans IDE interface. On the left, the 'Project' window displays the file structure with 'Figura.java' selected. The main editor window shows the code for 'Circulo.java', which extends the 'Figura' class. The code includes a private float attribute 'radio', a constructor, and two overridden methods: 'calcularArea()' and 'calcularPerimetro()'. The 'Figura.java' file in the project window contains an abstract class 'Figura' with protected float attributes 'area' and 'perimetro', and two abstract methods: 'calcularArea()' and 'calcularPerimetro()'.

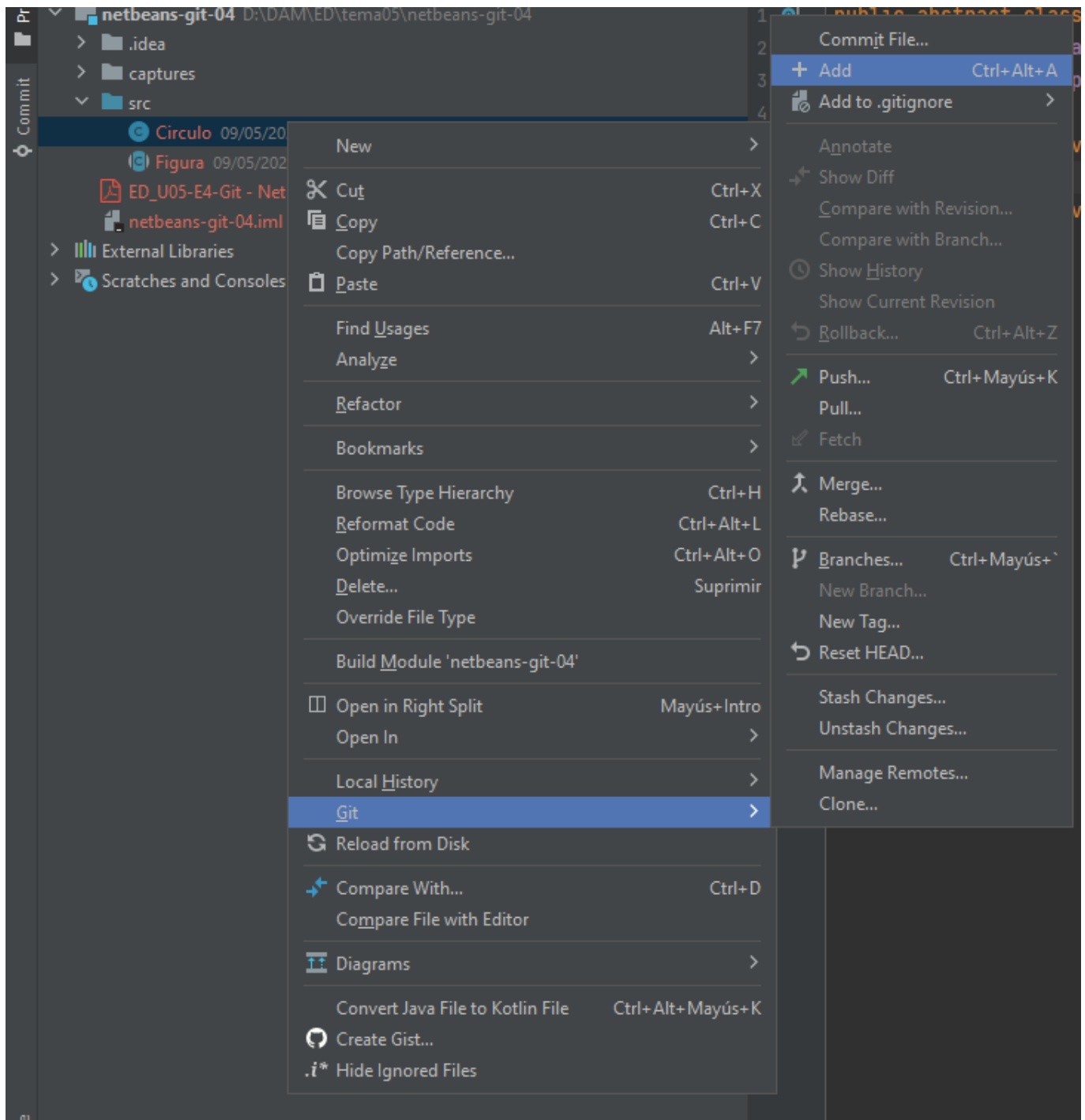
```
Figura.java
1 public abstract class Figura {
2     protected float area;
3     protected float perimetro;
4
5     public abstract void calcularArea();
6
7     public abstract void calcularPerimetro();
8 }

Circulo.java
1 public class Circulo extends Figura {
2
3     private float radio;
4
5     public Circulo(float radio) {
6         this.radio = radio;
7     }
8
9     /** PI * r^2 */
10    @Override
11    public void calcularArea() { this.area = (float) (Math.PI * Math.pow(radio, 2)); }
12
13    /** 2 * PI * r */
14    @Override
15    public void calcularPerimetro() { this.perimetro = (float) (2 * Math.PI * radio); }
16
17 }
18
19
20
21 }
```

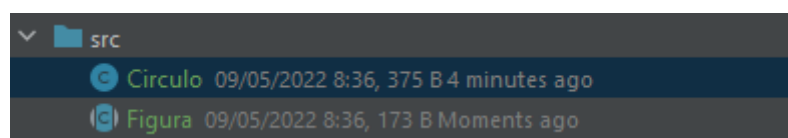
Código del programa



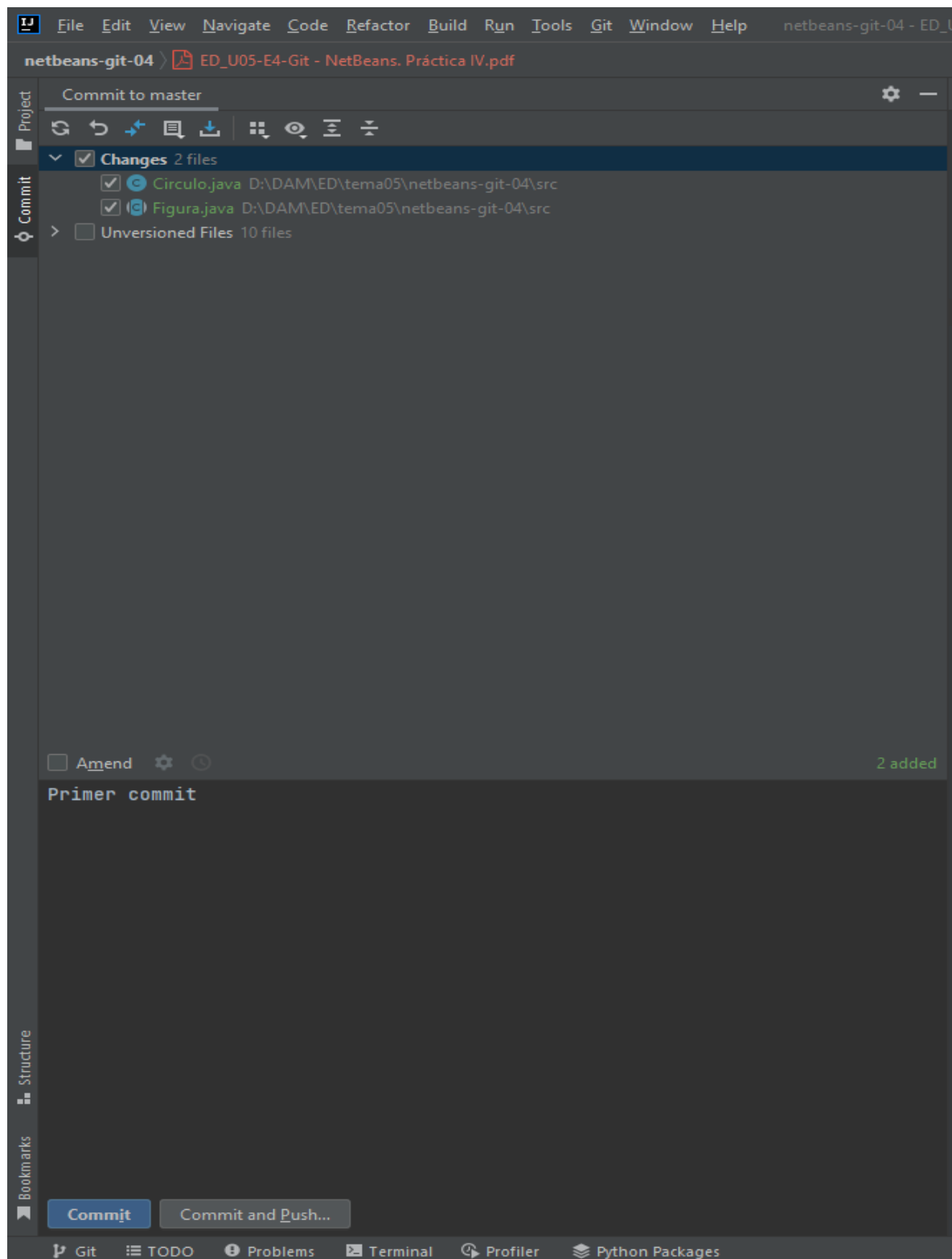
Creamos el repositorio



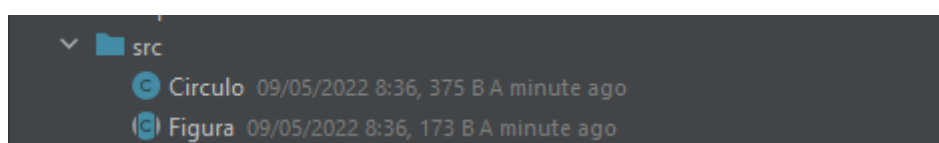
Añadiendo las clases al repositorio



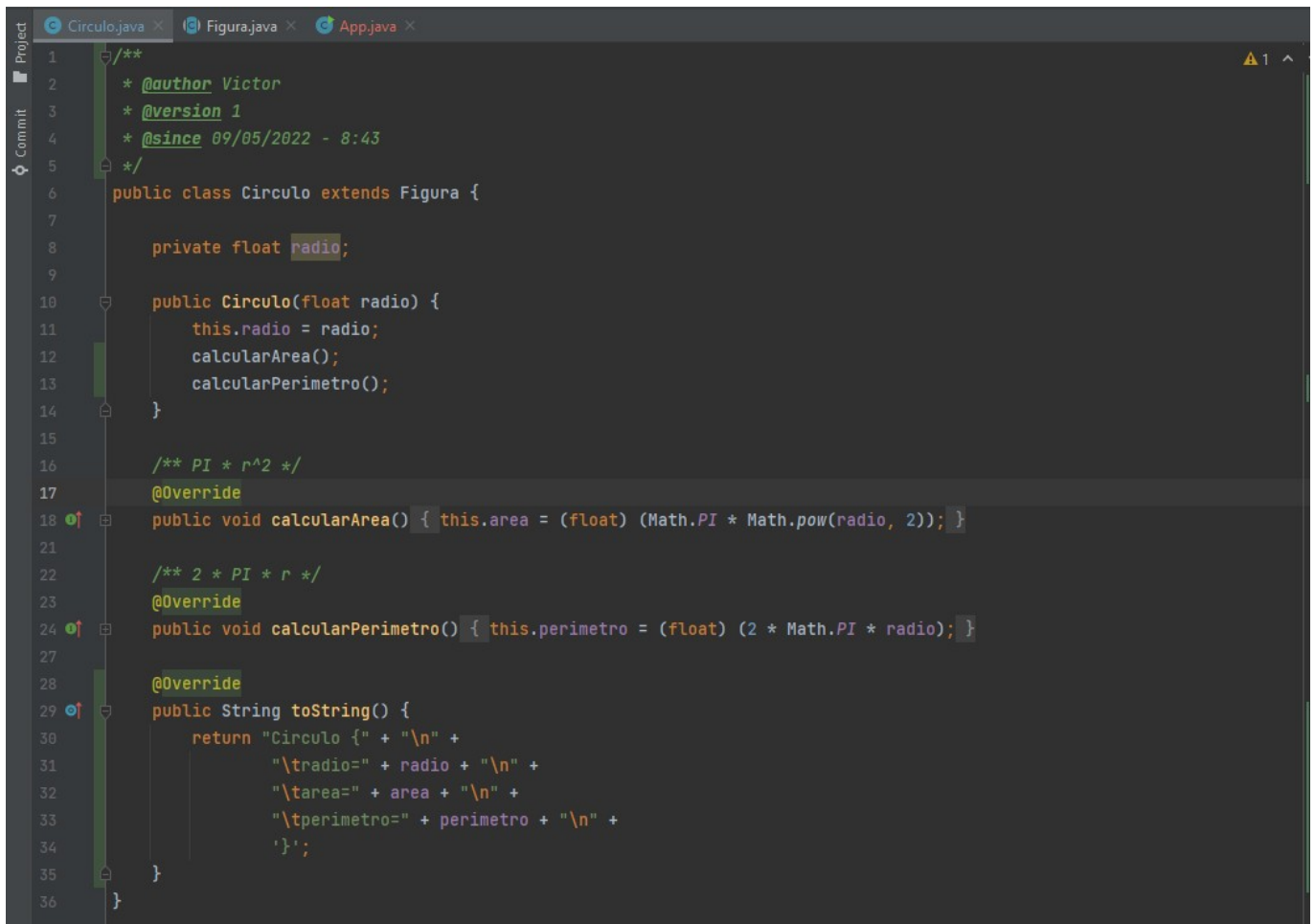
Verde: Se han añadido



Realizamos un commit



Blanco: No hay cambios

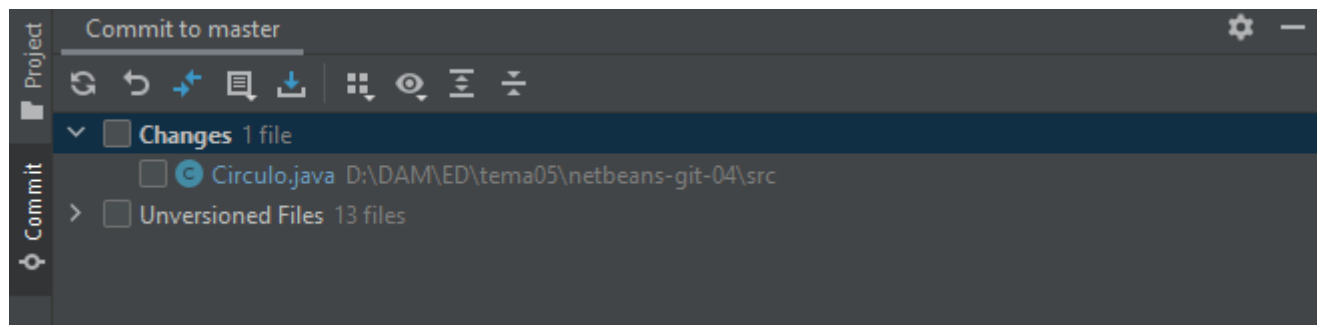


```

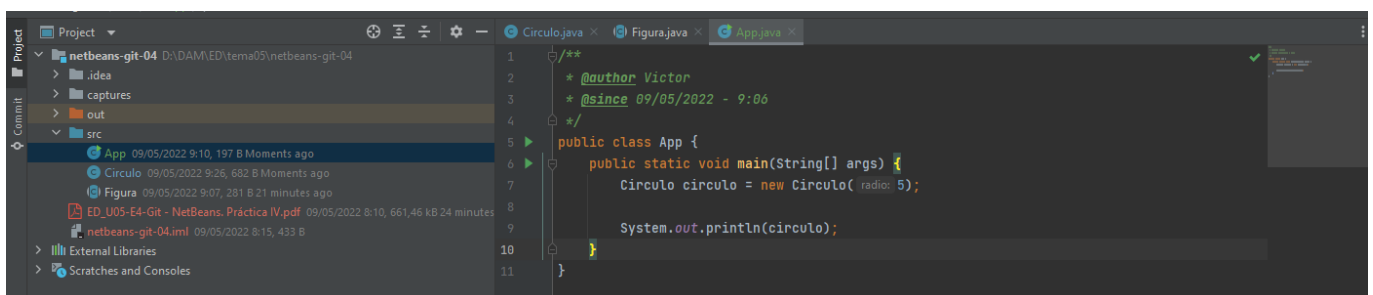
1  /**
2   * @author Victor
3   * @version 1
4   * @since 09/05/2022 - 8:43
5   */
6  public class Circulo extends Figura {
7
8      private float radio;
9
10     public Circulo(float radio) {
11         this.radio = radio;
12         calcularArea();
13         calcularPerimetro();
14     }
15
16     /** PI * r^2 */
17     @Override
18     public void calcularArea() { this.area = (float) (Math.PI * Math.pow(radio, 2)); }
19
20     /** 2 * PI * r */
21     @Override
22     public void calcularPerimetro() { this.perimetro = (float) (2 * Math.PI * radio); }
23
24     @Override
25     public String toString() {
26         return "Circulo {" + "\n" +
27             "\tradio=" + radio + "\n" +
28             "\tarea=" + area + "\n" +
29             "\tperimetro=" + perimetro + "\n" +
30             '}';
31     }
32 }

```

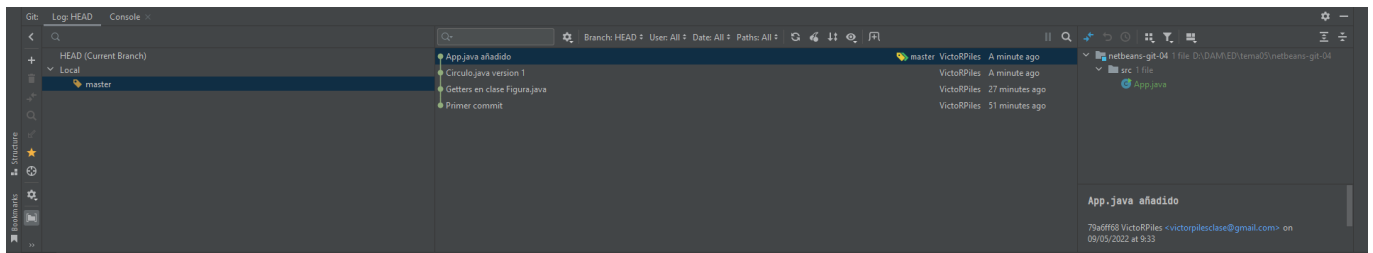
Agregamos cambios a la clase Circulo



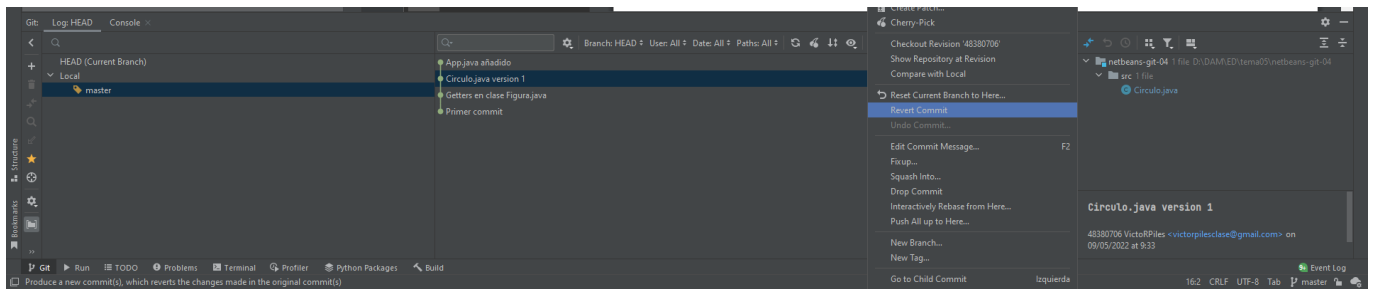
Azul: Hay cambios



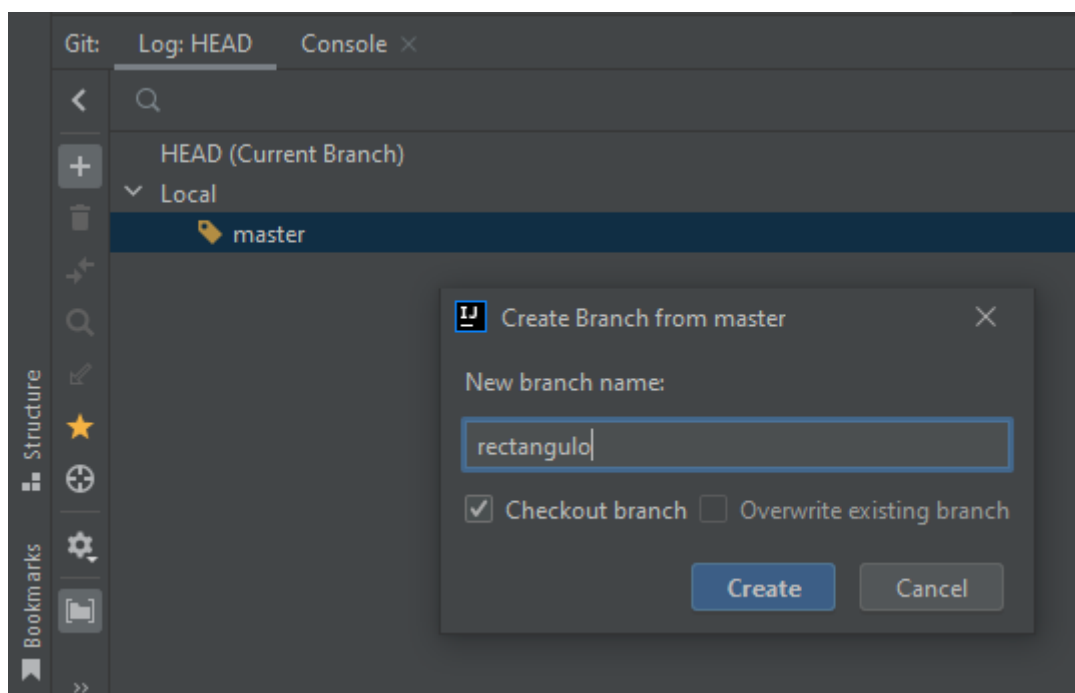
Creamos y añadimos la clase App



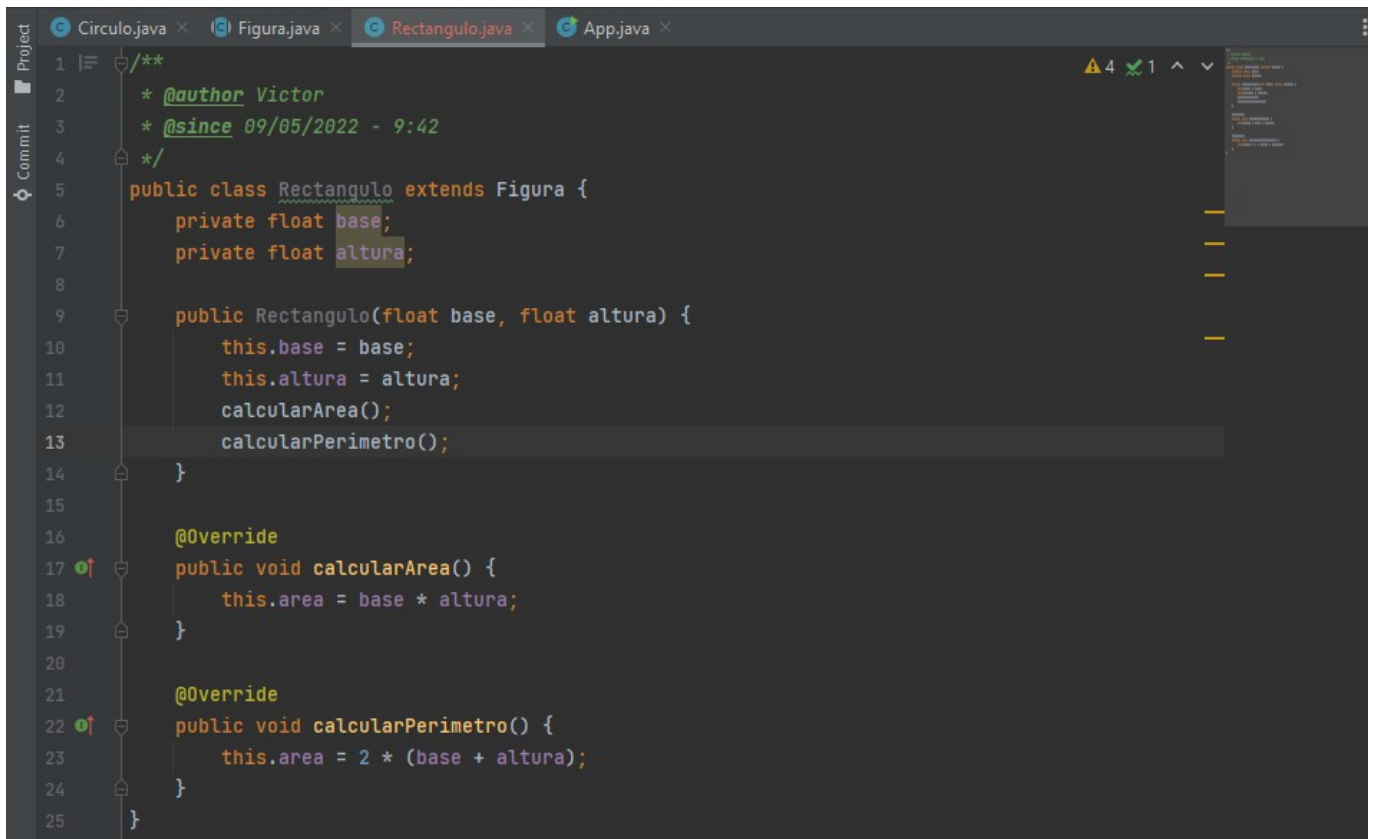
Log de los commit



Revertir archivo a un estado anterior

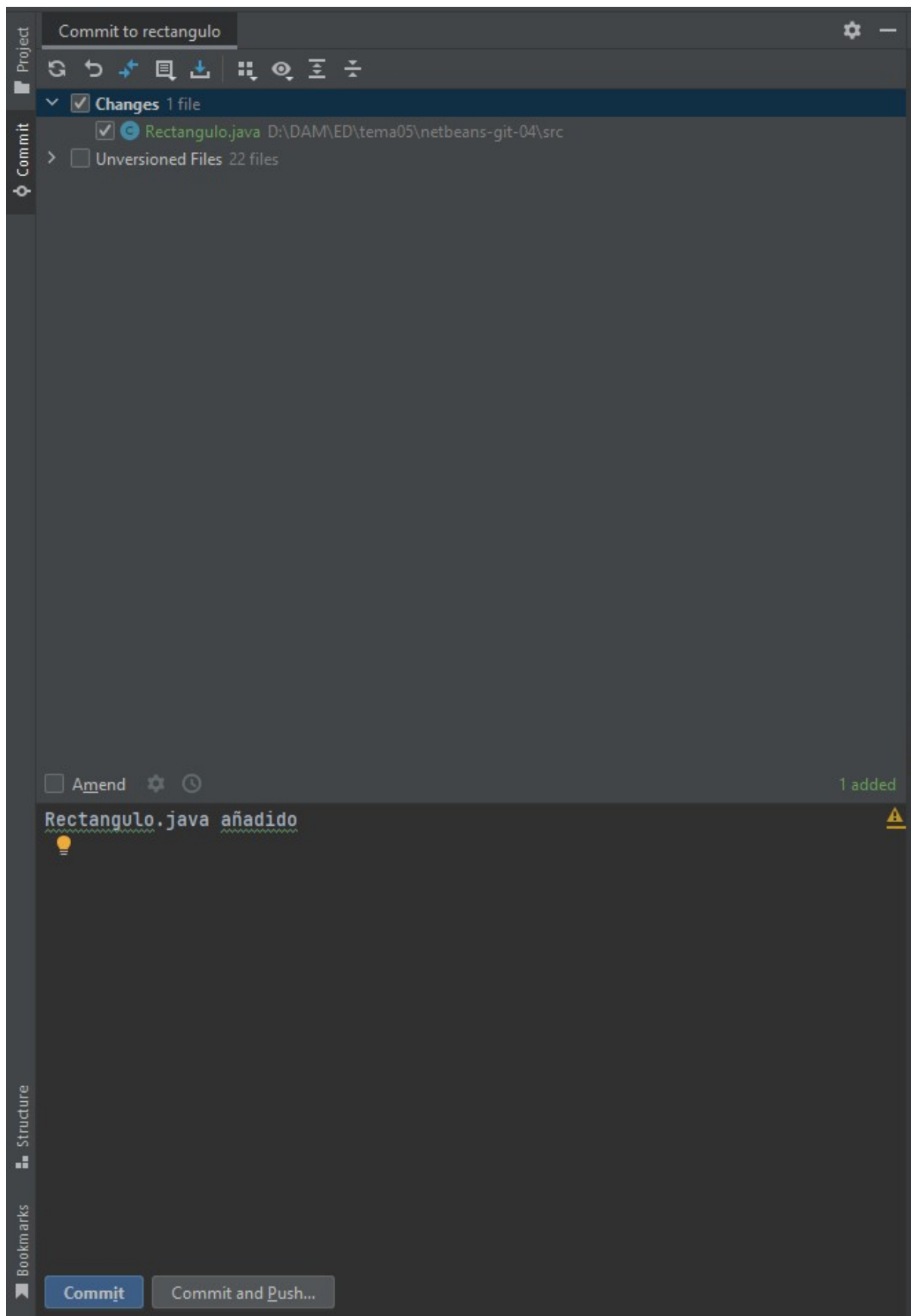


Creamos la rama rectangulo

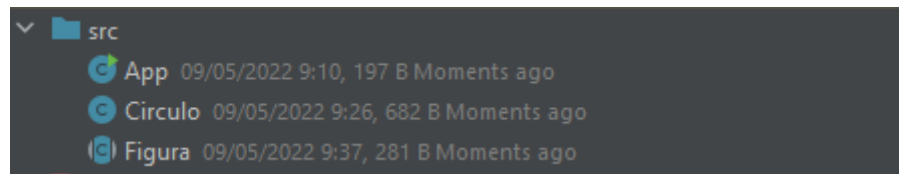


```
1 /**
2  * @author Victor
3  * @since 09/05/2022 - 9:42
4  */
5  public class Rectangulo extends Figura {
6      private float base;
7      private float altura;
8
9      public Rectangulo(float base, float altura) {
10         this.base = base;
11         this.altura = altura;
12         calcularArea();
13         calcularPerimetro();
14     }
15
16     @Override
17     public void calcularArea() {
18         this.area = base * altura;
19     }
20
21     @Override
22     public void calcularPerimetro() {
23         this.area = 2 * (base + altura);
24     }
25 }
```

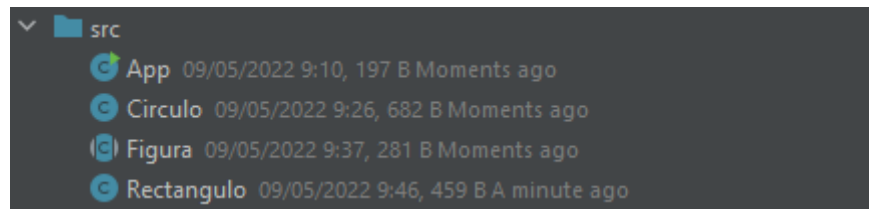
Creamos la clase Rectangulo



La añadimos y hacemos el commit



Ficheros en rama master



Ficheros en rama rectángulo