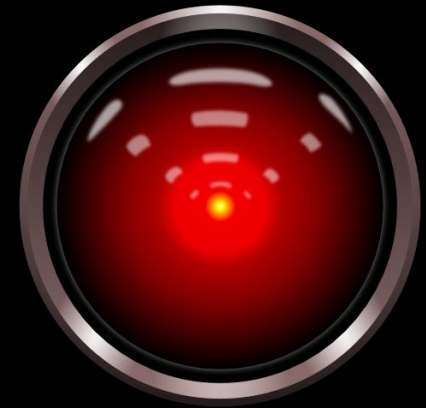


# POO



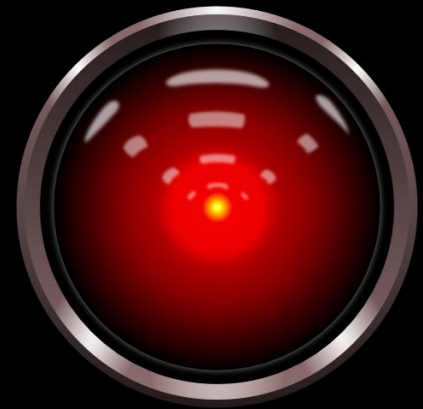
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José de Assis



# Abstração

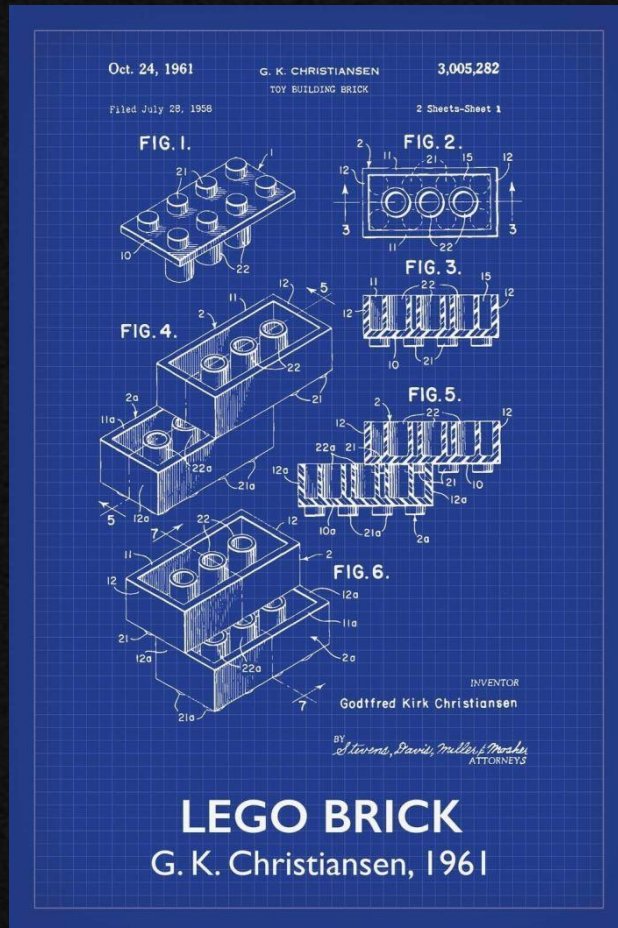


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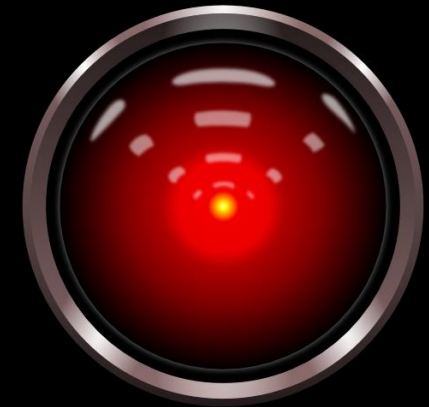




# Classe Modelo

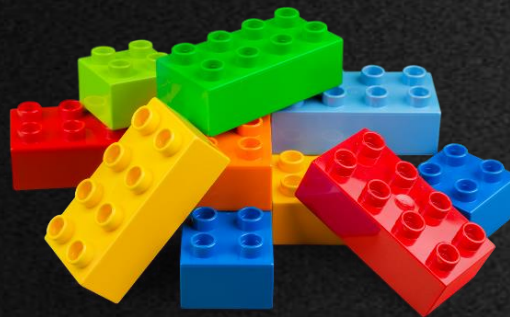
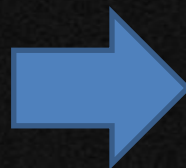
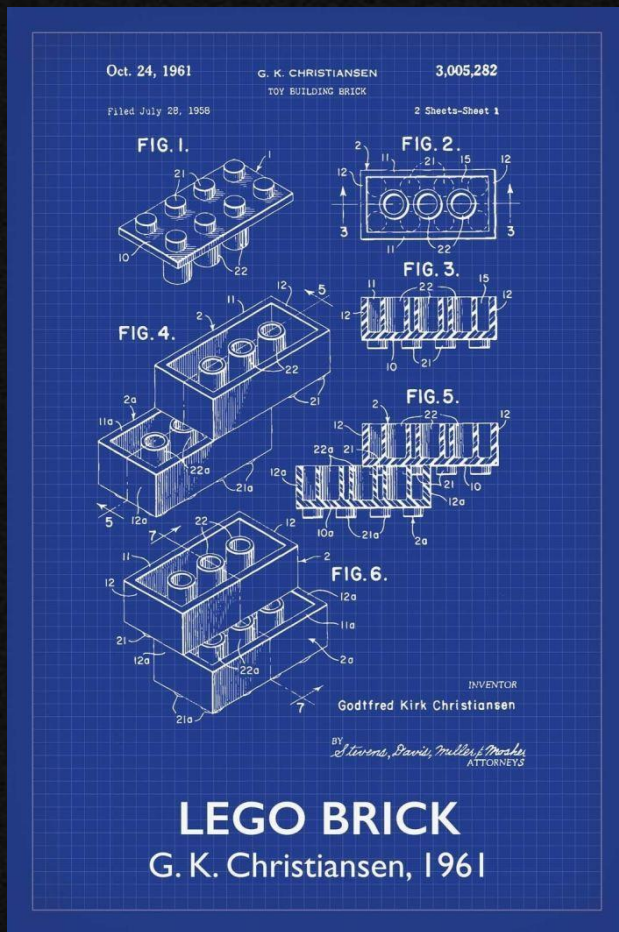


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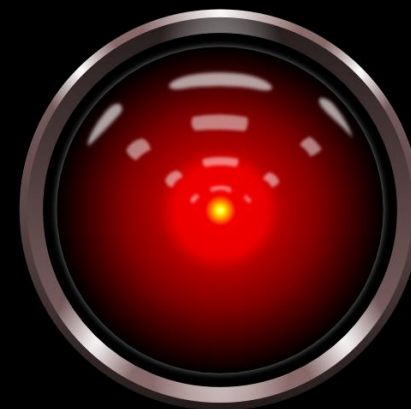




# Objetos



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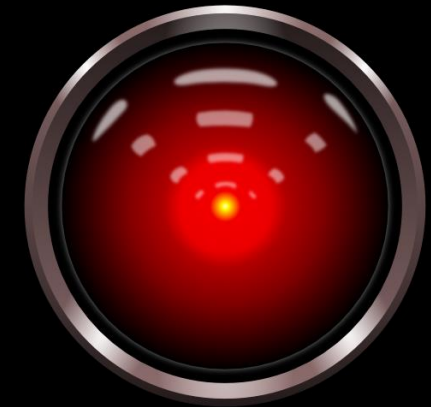




# Exemplo prático



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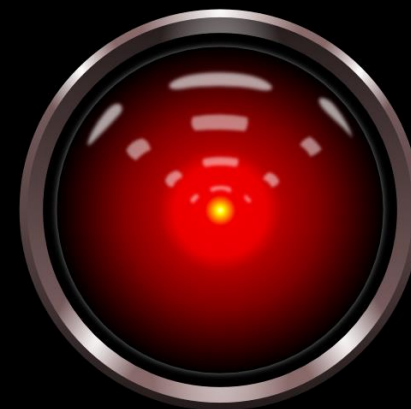
Tipo  
Classe

atributos  
variáveis

ações  
métodos



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José de Assis





# Bloco

resistencia : int  
textura : String

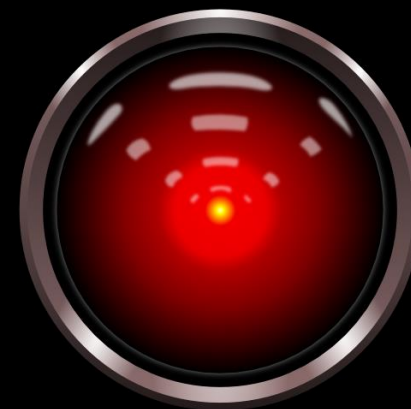
construir() : void  
minerar() : void  
craftar() : void

new

new



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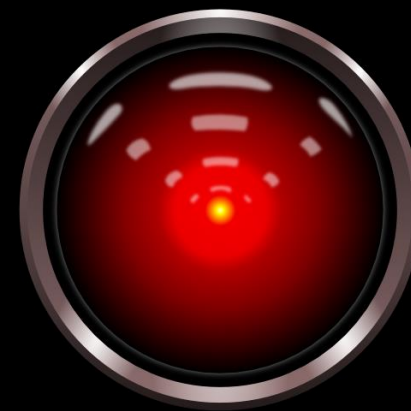




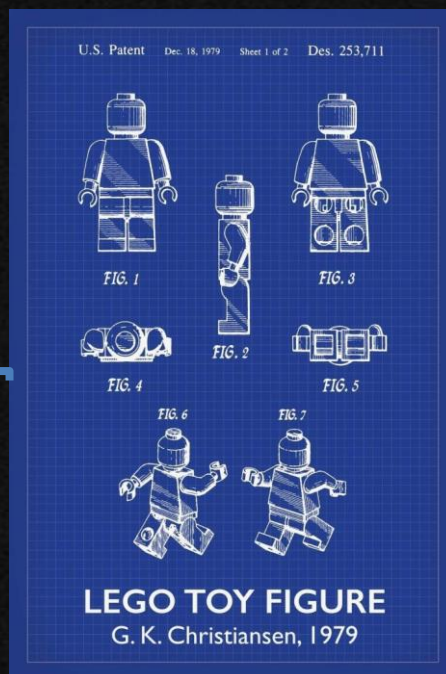
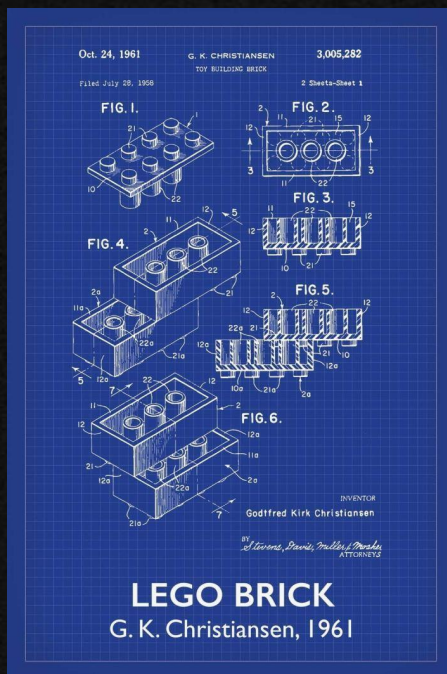
# Herança



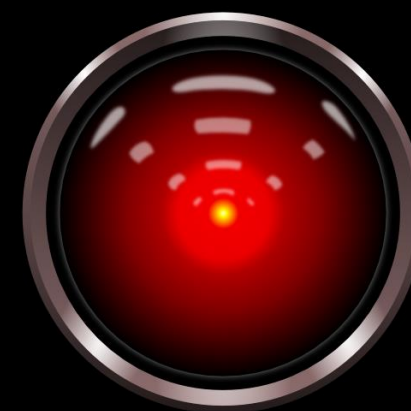
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## Bloco

resistencia : int  
textura : String

construir() : void  
minerar() : void  
craftar() : void

## Enxada

dano : int

arar() : void

new



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