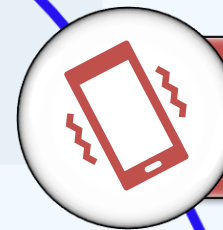




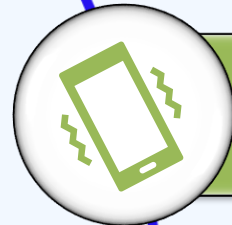
Kotlin – Desenvolvimento de Apps Android

Professor: Felipe Ferreira

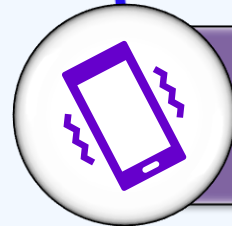
Capítulo 2 - Controle de Fluxo



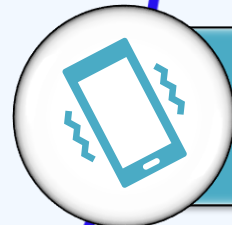
Operadores e tipos de variáveis



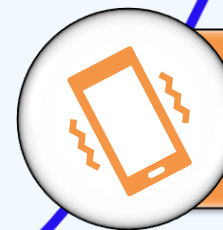
Estruturas de Decisão



Estruturas de repetição



Vetores (Array 1D)



Matrizes (Array 2D)