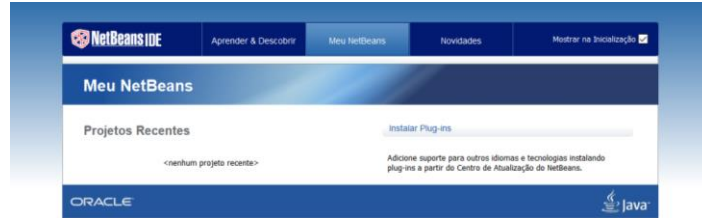


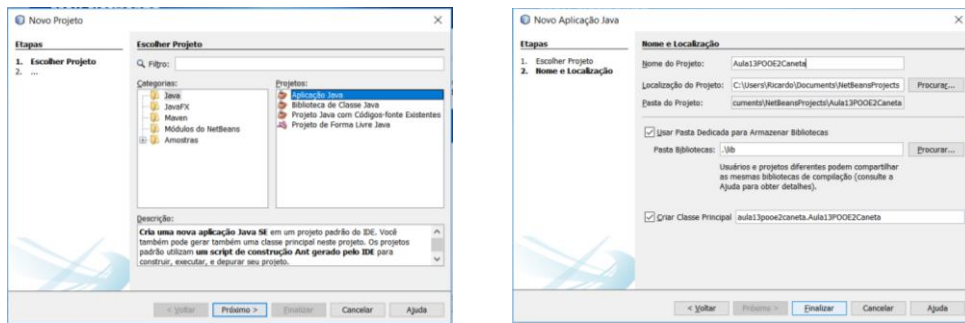
Java

## Métodos Get Set / Construtor

Abra o NetBeans.

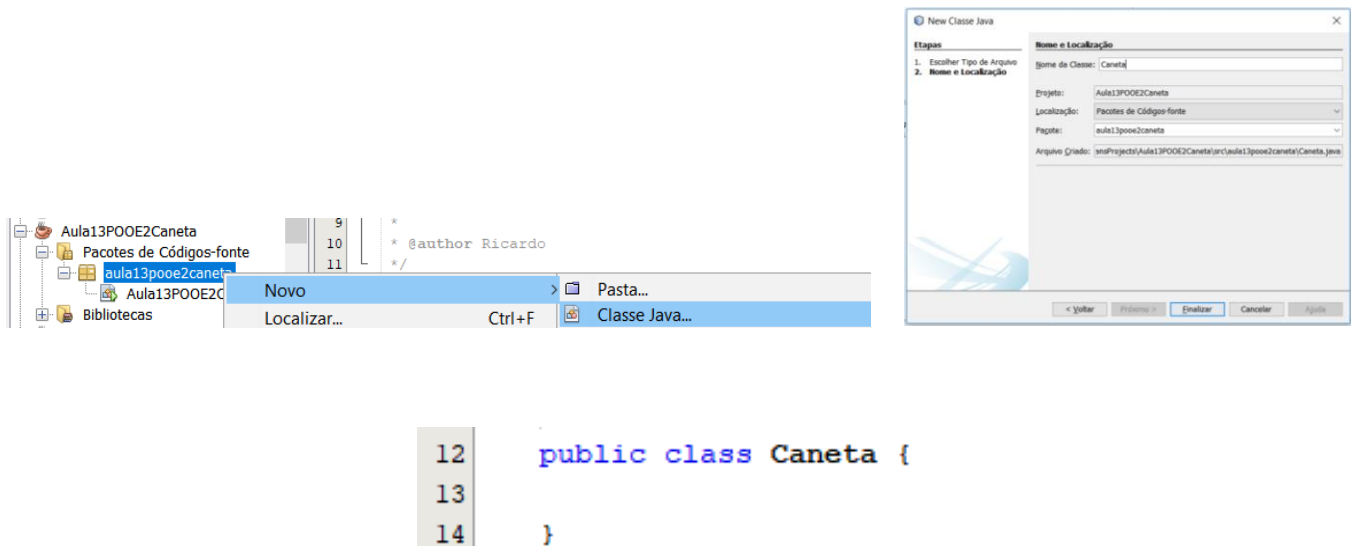


Inicie um Novo Projeto, Java => Aplicação Java e o Nomeie.

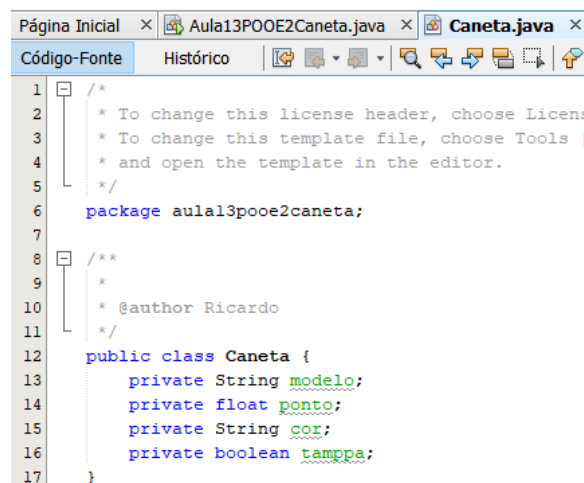


```
Página Inicial x Aula13POOE2Caneta.java x
Código-Fonte Histórico
1 1 /*
2 2  * To change this license header, choose License
3 3  * To change this template file, choose Tools
4 4  * and open the template in the editor.
5 5  */
6 6 package aula13pooe2caneta;
7 7
8 8 /**
9 9  *
10 10  * @author Ricardo
11 11  */
12 12 public class Aula13POOE2Caneta {
13 13
14 14     /**
15 15     * @param args the command line arguments
16 16     */
17 17     public static void main(String[] args) {
18 18         // TODO code application logic here
19 19     }
20 20
21 21 }
```

Crie a Classe “Caneta”, pois como na aula anterior, agora trabalharemos com Múltiplas Classes.

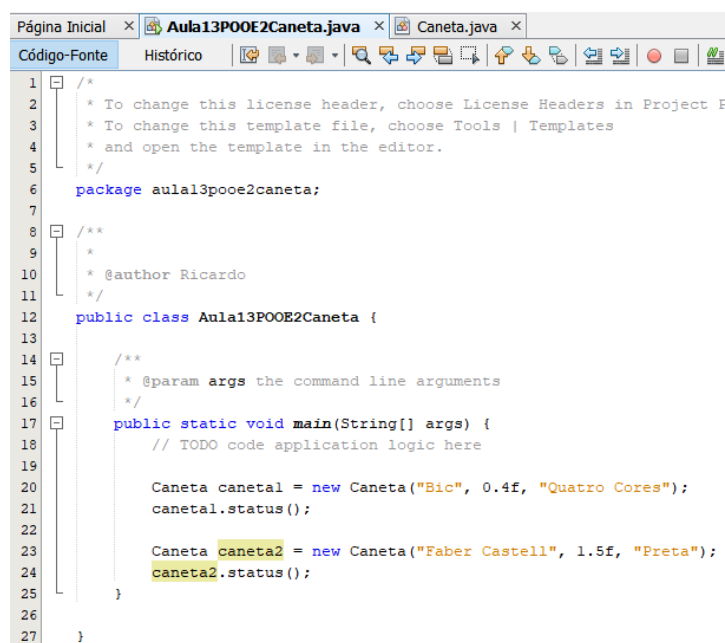


Insira os Atributos.



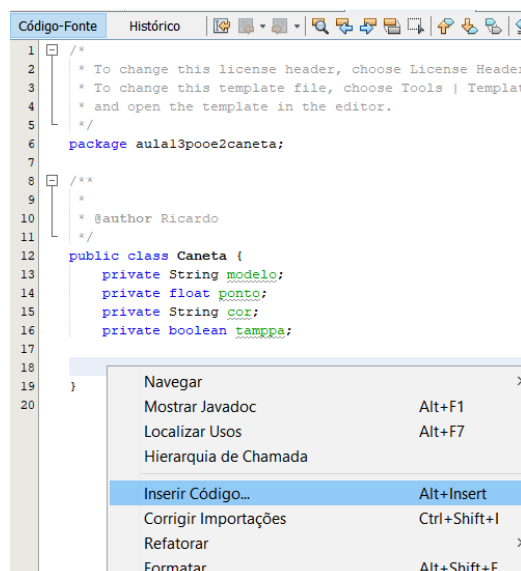
```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package aula13pooe2caneta;
7
8  /**
9   *
10  * @author Ricardo
11  */
12  public class Caneta {
13      private String modelo;
14      private float ponto;
15      private String cor;
16      private boolean tampinha;
17  }
```

Na Classe Principal, inclua:



```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package aula13pooe2caneta;
7
8  /**
9   *
10  * @author Ricardo
11  */
12  public class Aula13POOE2Caneta {
13
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          // TODO code application logic here
19
20          Caneta caneta1 = new Caneta("Bic", 0.4f, "Quatro Cores");
21          caneta1.status();
22
23          Caneta caneta2 = new Caneta("Faber Castell", 1.5f, "Preta");
24          caneta2.status();
25      }
26  }
```

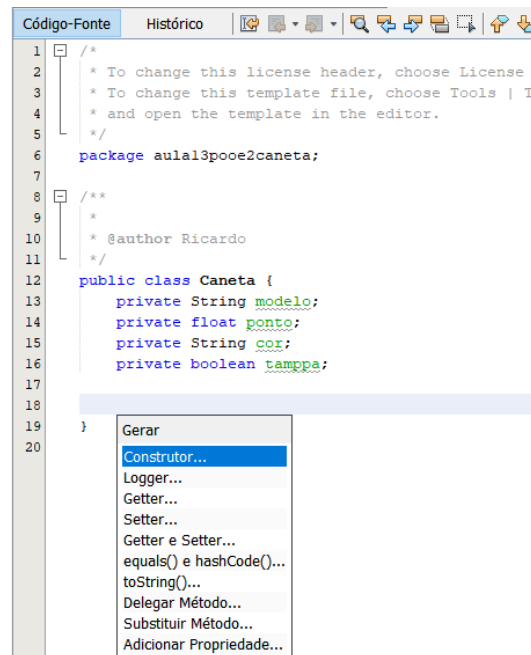
Insira o código para o execução do Construtor clicando com o botão direito do mouse => Inserir Código.



```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package aula13pooe2caneta;
7
8  /**
9   *
10  * @author Ricardo
11  */
12  public class Caneta {
13      private String modelo;
14      private float ponto;
15      private String cor;
16      private boolean tampinha;
17  }
```

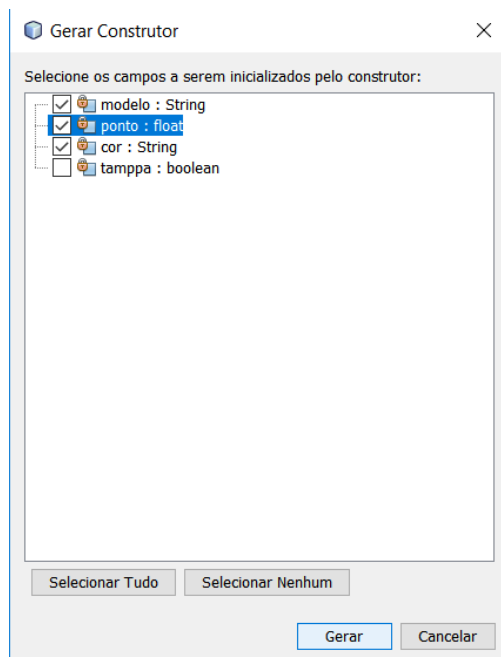
- Navegar
- Mostrar Javadoc Alt+F1
- Localizar Usos Alt+F7
- Hierarquia de Chamada
- Inserir Código...** Alt+Insert
- Corrigir Importações Ctrl+Shift+I
- Refatorar
- Formatar Alt+Shift+F

Clique em Construtor.



```
1  /*
2  * To change this license header, choose License Headers in
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package aulal3pooe2caneta;
7
8  /**
9   *
10  * @author Ricardo
11  */
12  public class Caneta {
13      private String modelo;
14      private float ponto;
15      private String cor;
16      private boolean tampapa;
17
18
19  }
20
```

Selecione os itens desejados.



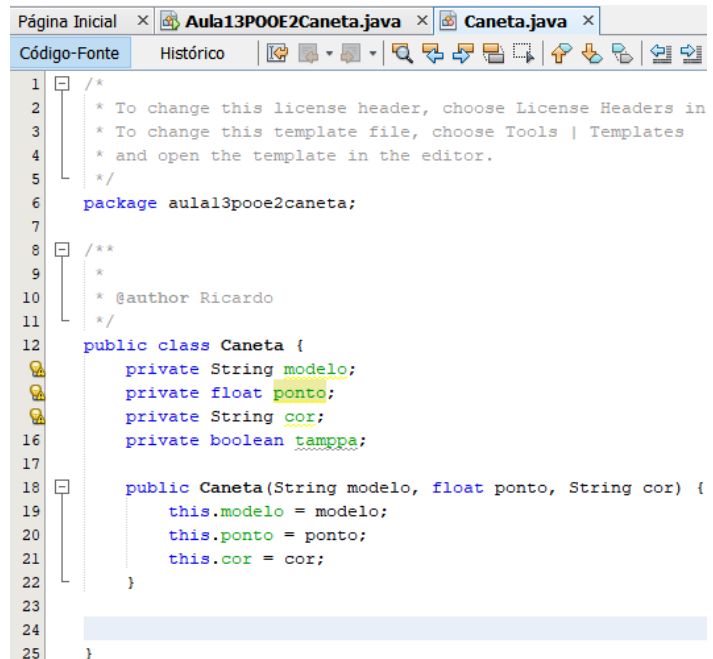
Gerar Construtor

Selecione os campos a serem inicializados pelo construtor:

- ☒ modelo : String
- ☒ ponto : float
- ☒ cor : String
- ☐ tampapa : boolean

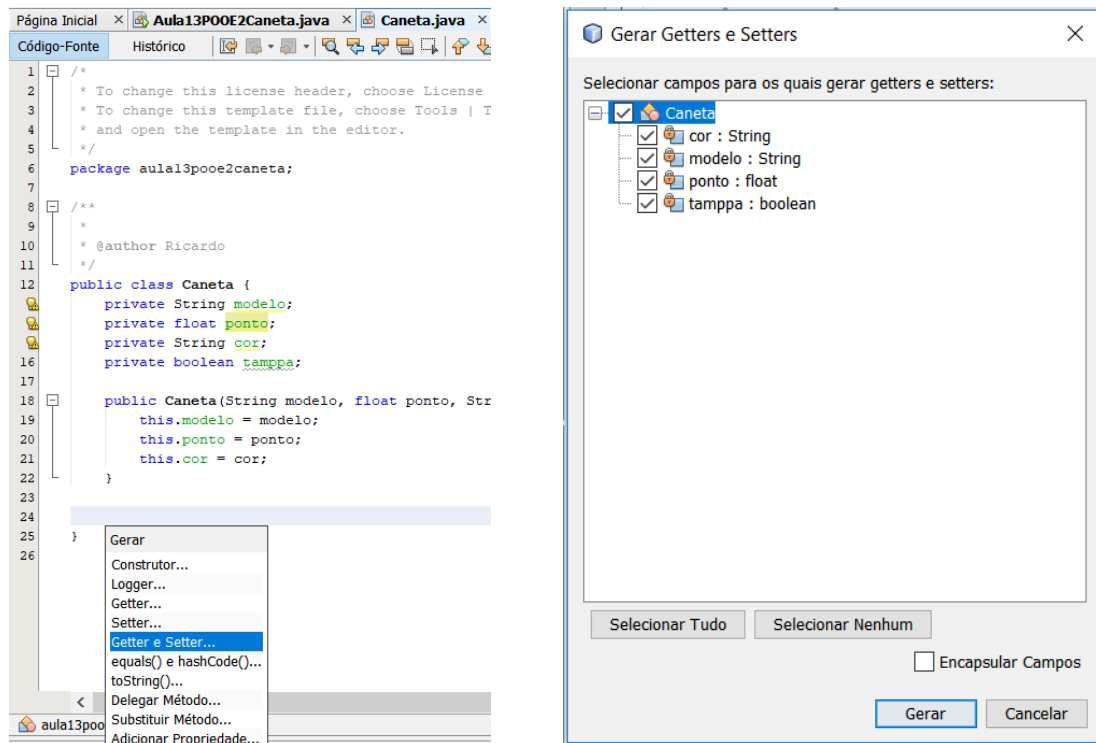
Selecionar Tudo Selecionar Nenhum

Gerar Cancelar

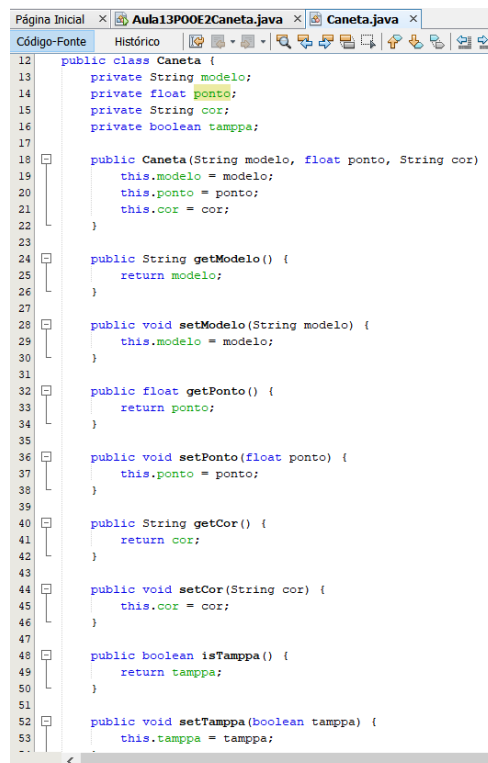


```
Página Inicial x Aula13P00E2Caneta.java x Caneta.java x
Código-Fonte Histórico
1  /*
2  * To change this license header, choose License Headers in
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package aulal3pooe2caneta;
7
8  /**
9   *
10  * @author Ricardo
11  */
12  public class Caneta {
13      private String modelo;
14      private float ponto;
15      private String cor;
16      private boolean tampapa;
17
18      public Caneta(String modelo, float ponto, String cor) {
19          this.modelo = modelo;
20          this.ponto = ponto;
21          this.cor = cor;
22      }
23
24
25  }
```

Clique novamente com o botão direito do mouse => Inserir Código e, desta vez, clique em “Getter e Setter”.



O código é gerado automaticamente.

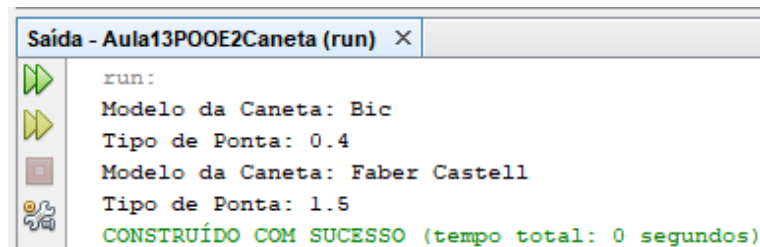


Insira o código para impressão.



```
19         this.modelo = modelo;
20         this.ponto = ponto;
21         this.cor = cor;
22     }
23
24     public String getModelo() {
25         return modelo;
26     }
27
28     public void setModelo(String modelo) {
29         this.modelo = modelo;
30     }
31
32     public float getPonto() {
33         return ponto;
34     }
35
36     public void setPonto(float ponto) {
37         this.ponto = ponto;
38     }
39
40     public String getCor() {
41         return cor;
42     }
43
44     public void setCor(String cor) {
45         this.cor = cor;
46     }
47
48     public boolean isTamppa() {
49         return tamppa;
50     }
51
52     public void setTamppa(boolean tamppa) {
53         this.tamppa = tamppa;
54     }
55
56     public void status() {
57         System.out.println("Modelo da Caneta: " + this.getModelo());
58         System.out.println("Tipo de Ponta: " + this.getPonto());
59     }
60 }
```

Execute o programa.



```
Saída - Aula13POOE2Caneta (run) X
run:
Modelo da Caneta: Bic
Tipo de Ponta: 0.4
Modelo da Caneta: Faber Castell
Tipo de Ponta: 1.5
CONSTRUÍDO COM SUCESSO (tempo total: 0 segundos)
```