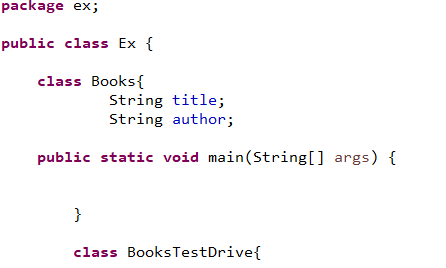
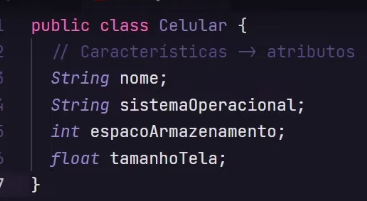
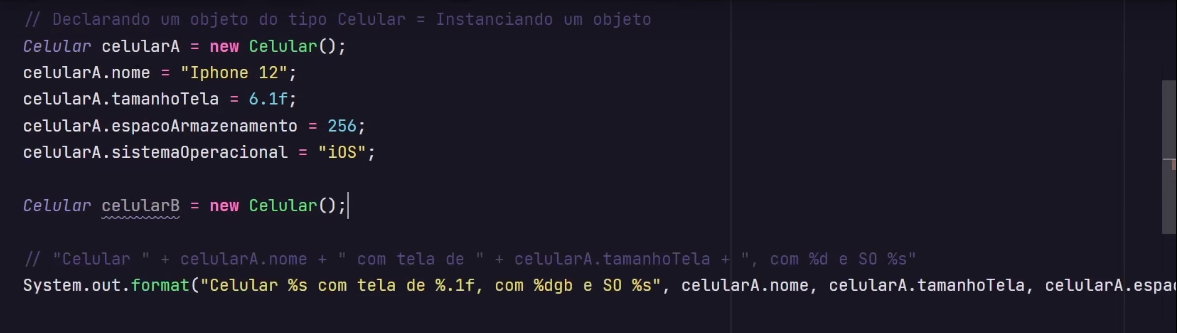
As variáveis sempre são criadas antes do método main



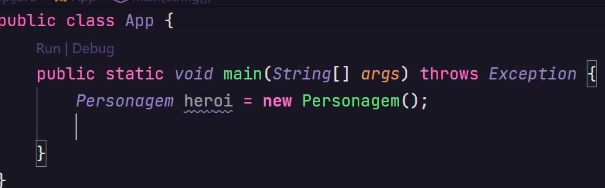


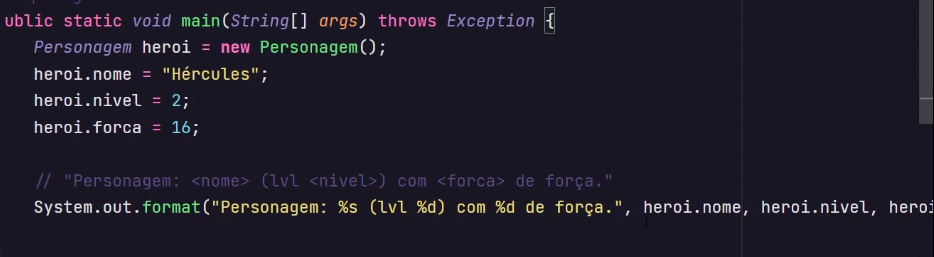
Criando a classe e os atributos

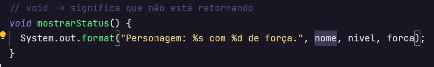


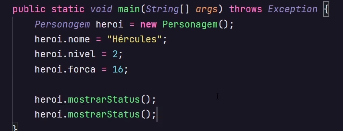
Criando o objeto

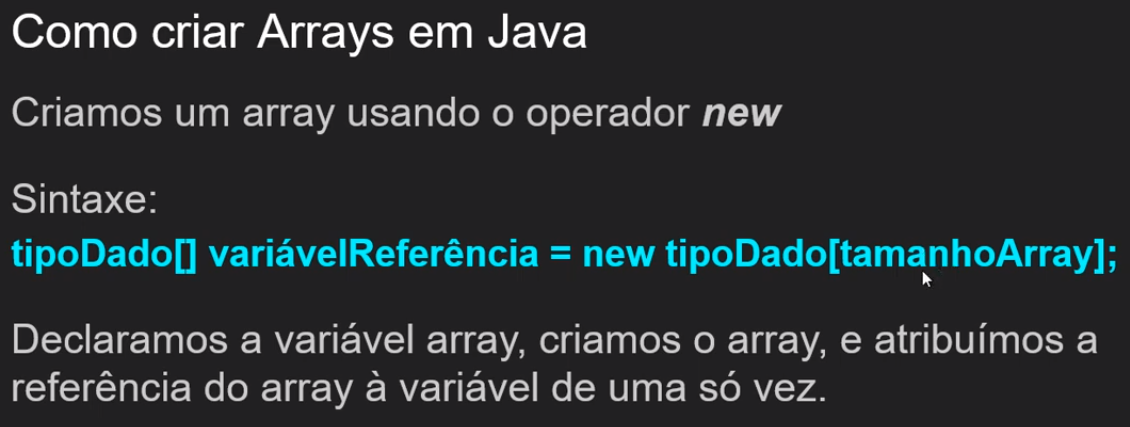
Métodos

Criando um personagem



Criando o método

Chamando o método

Array

Usando um for para exibir um array

