



ENTORNOS DE DESARROLLO

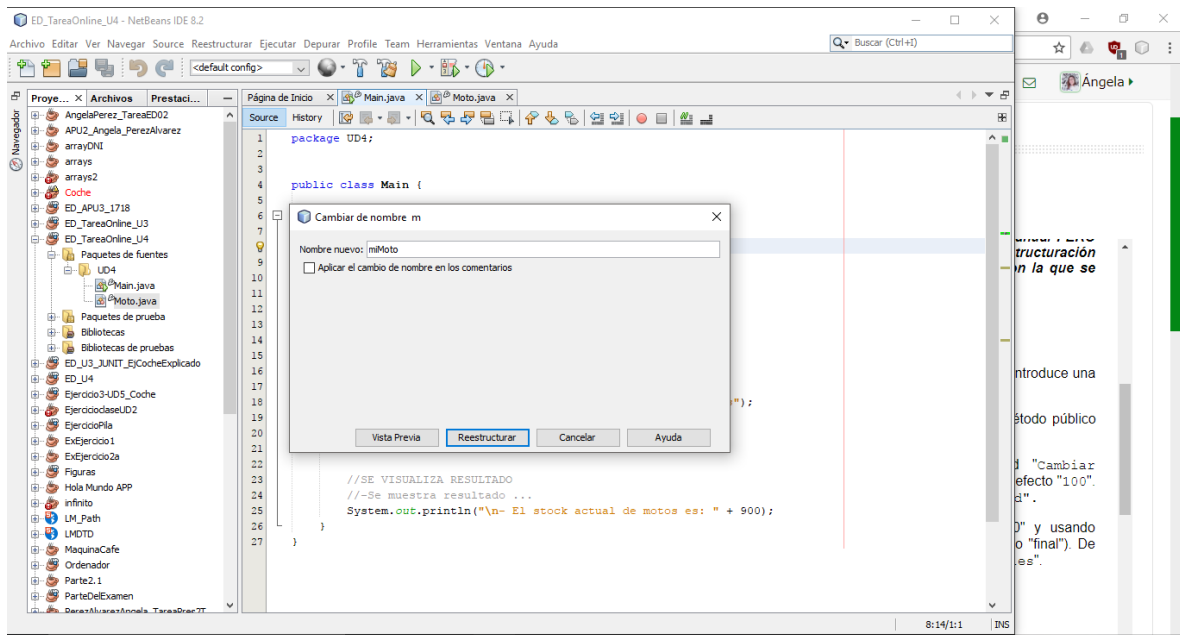
TAREA ONLINE 4

ÁNGELA PÉREZ ÁLVAREZ
D.A.W. B

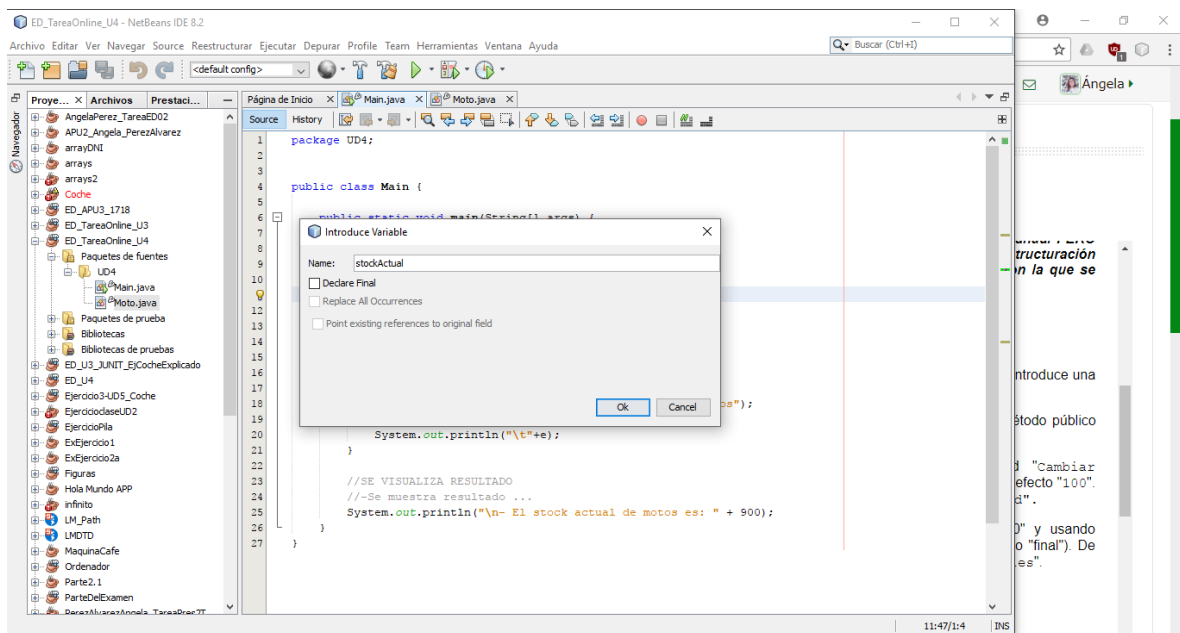
Primera Parte

Dentro de la clase `Main.java`:

1.

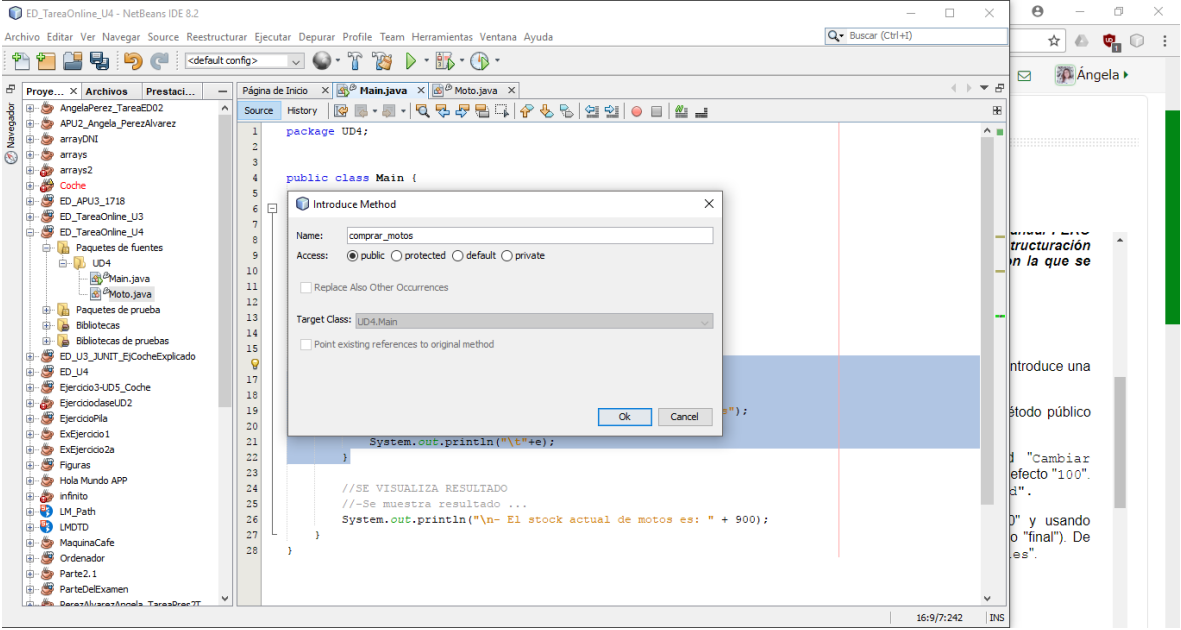


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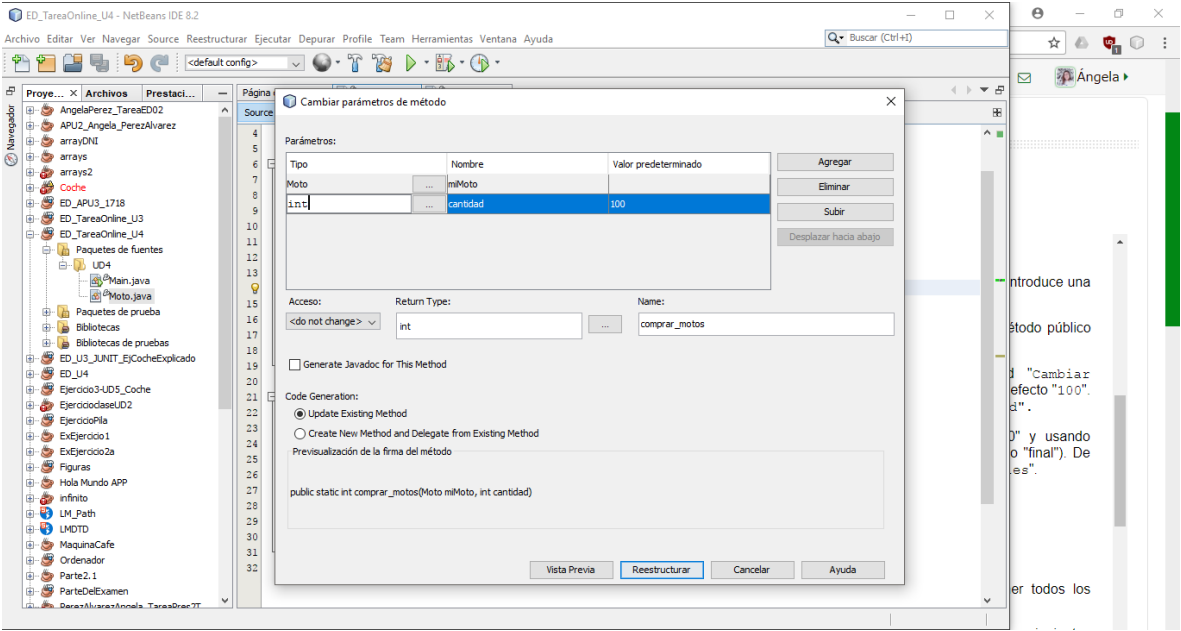


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3.

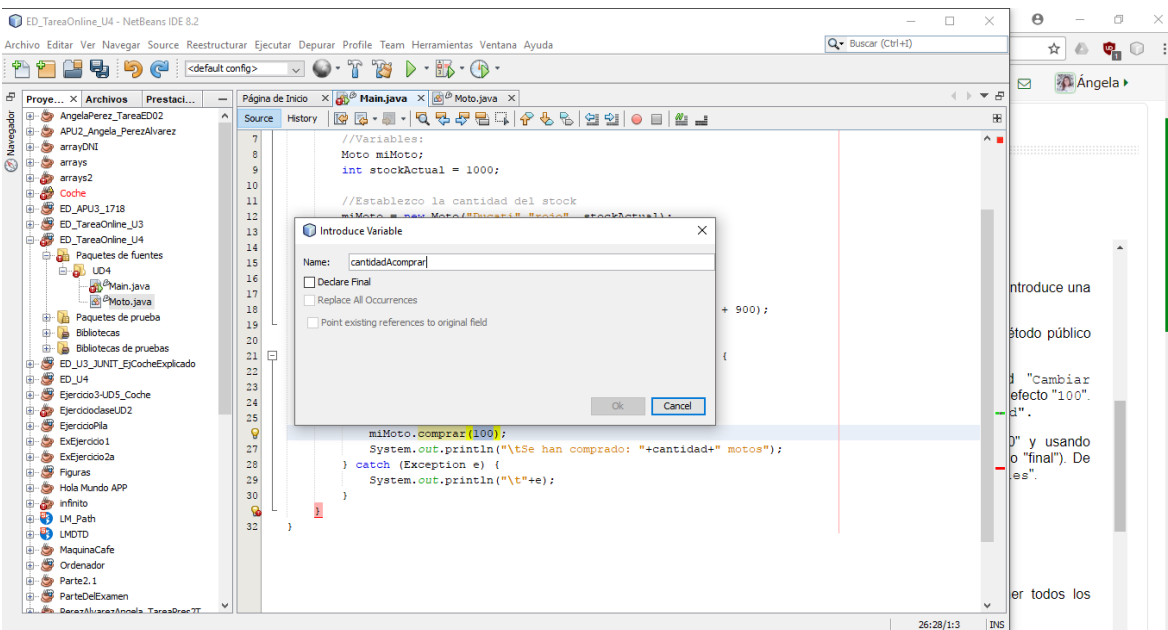


4.



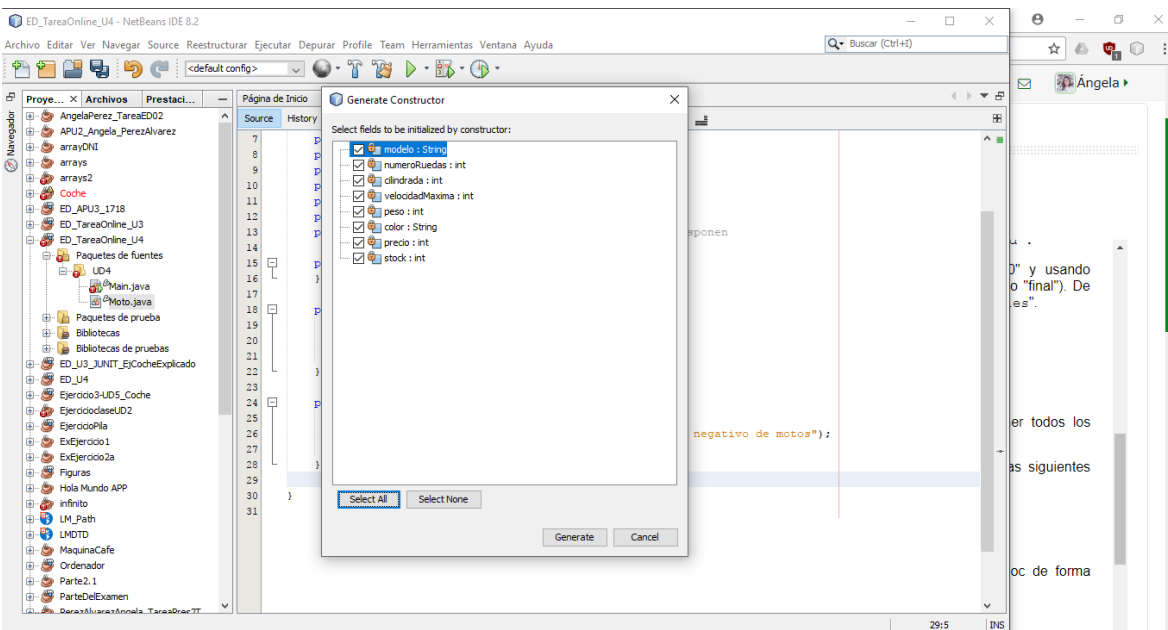
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5.



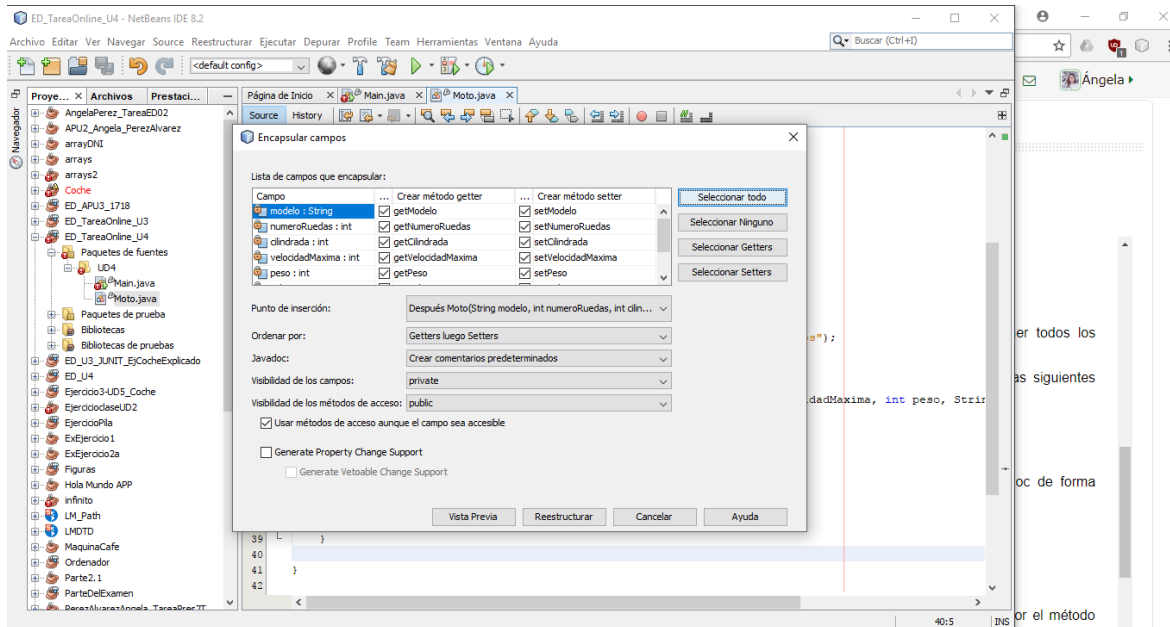
Dentro de la clase `Moto.java`:

6.



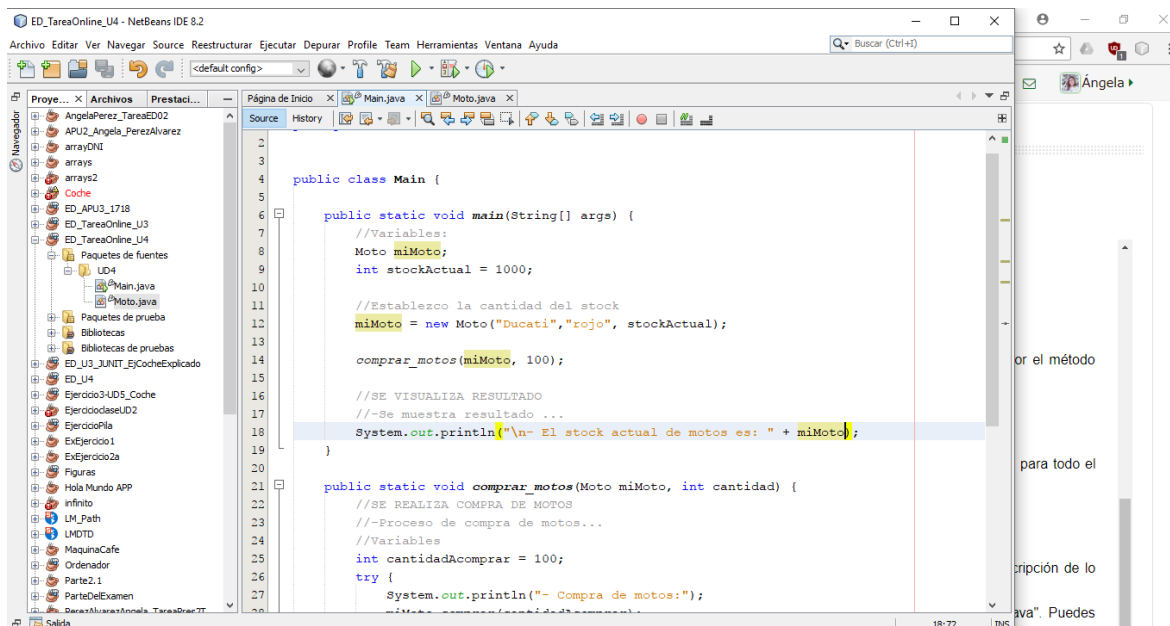
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7.



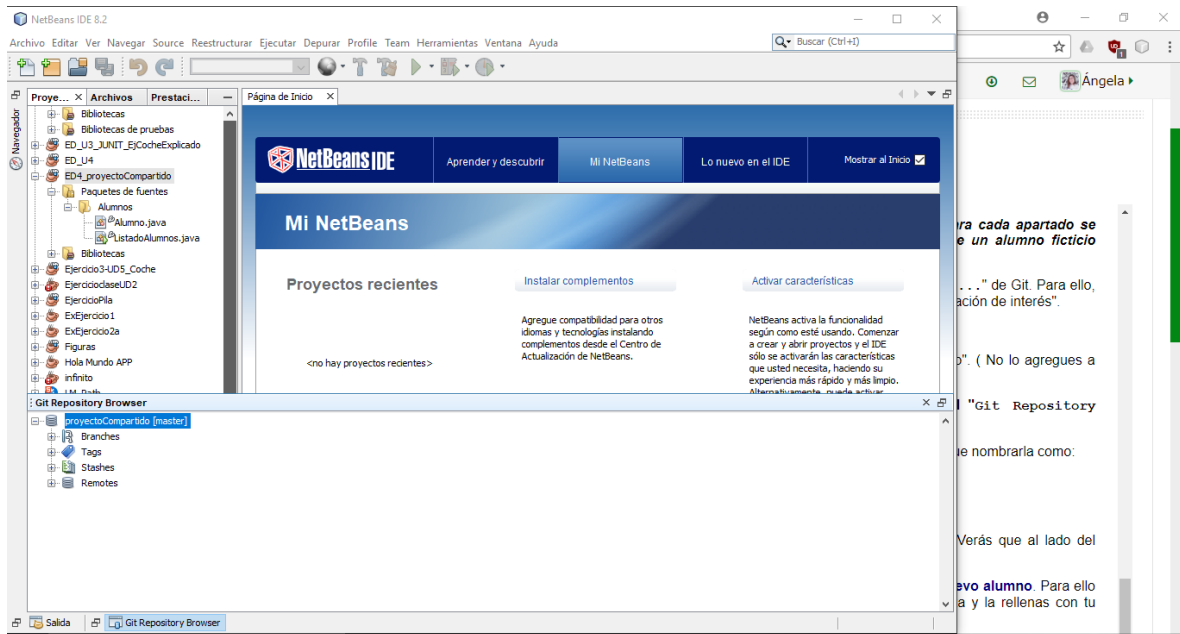
Volvemos a la clase **Main.java**:

8.

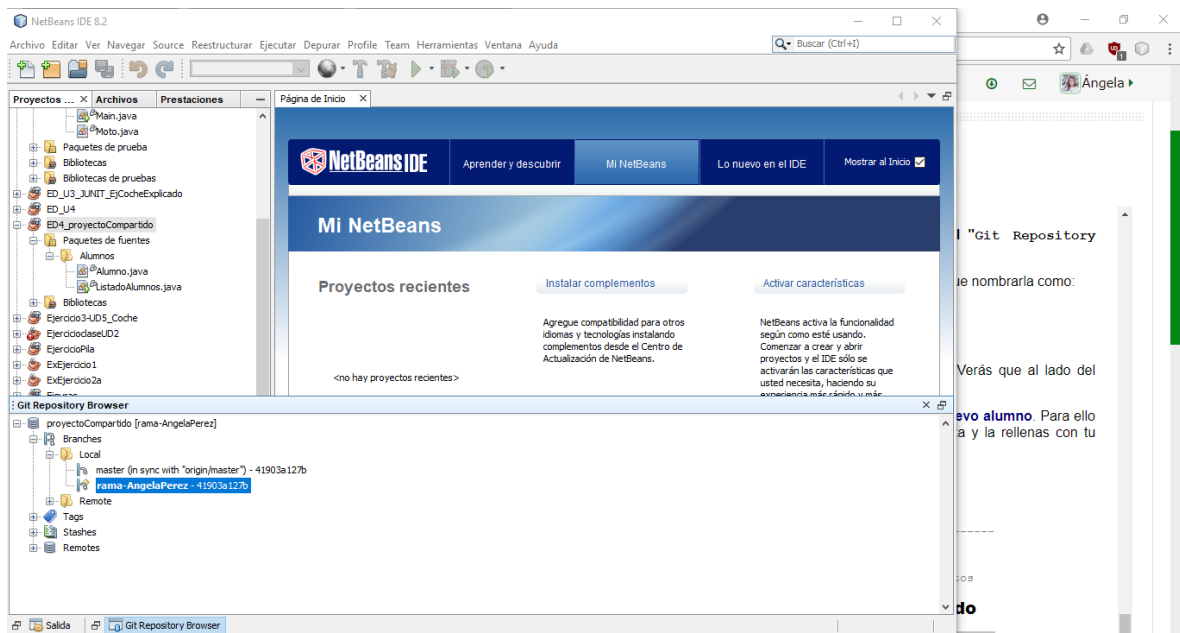


Segunda Parte

1.

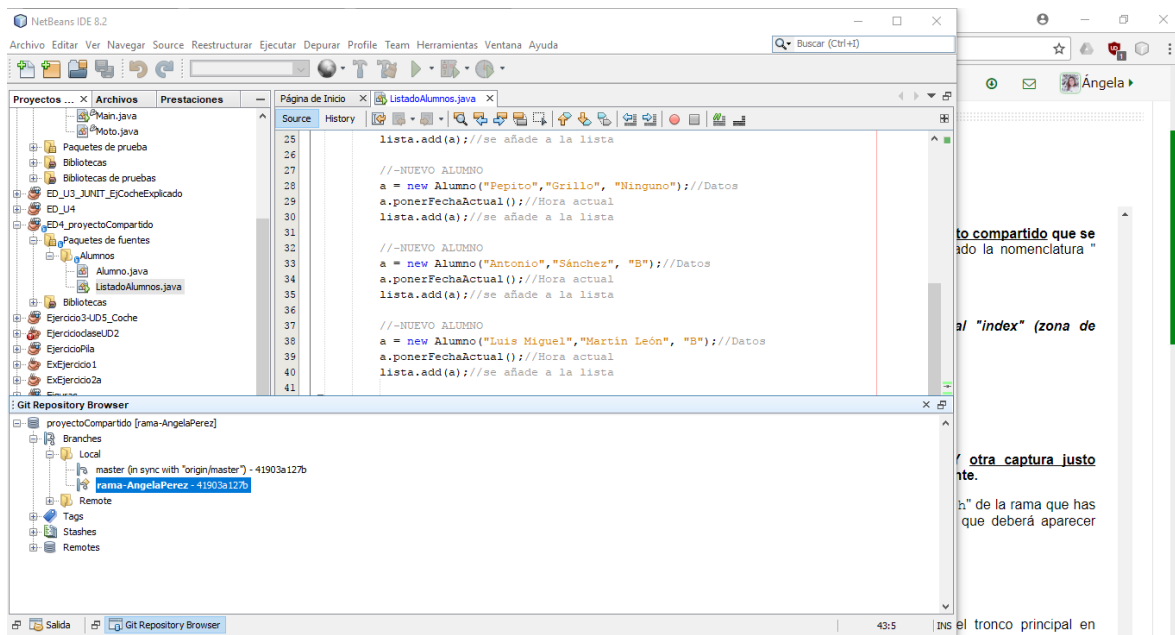
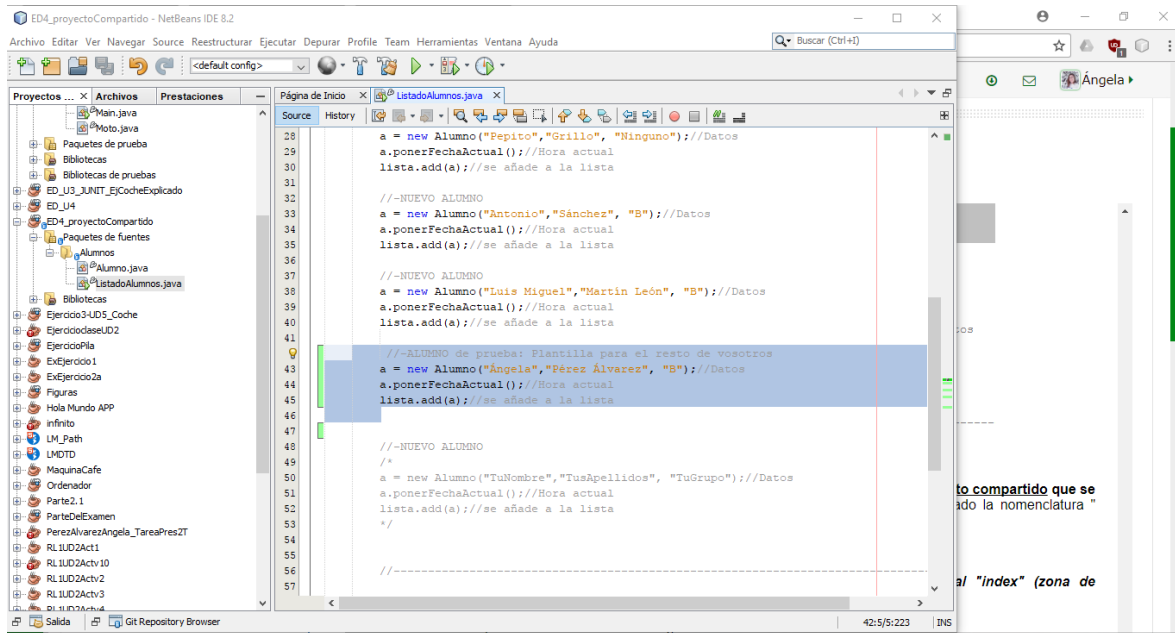


2.



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3.



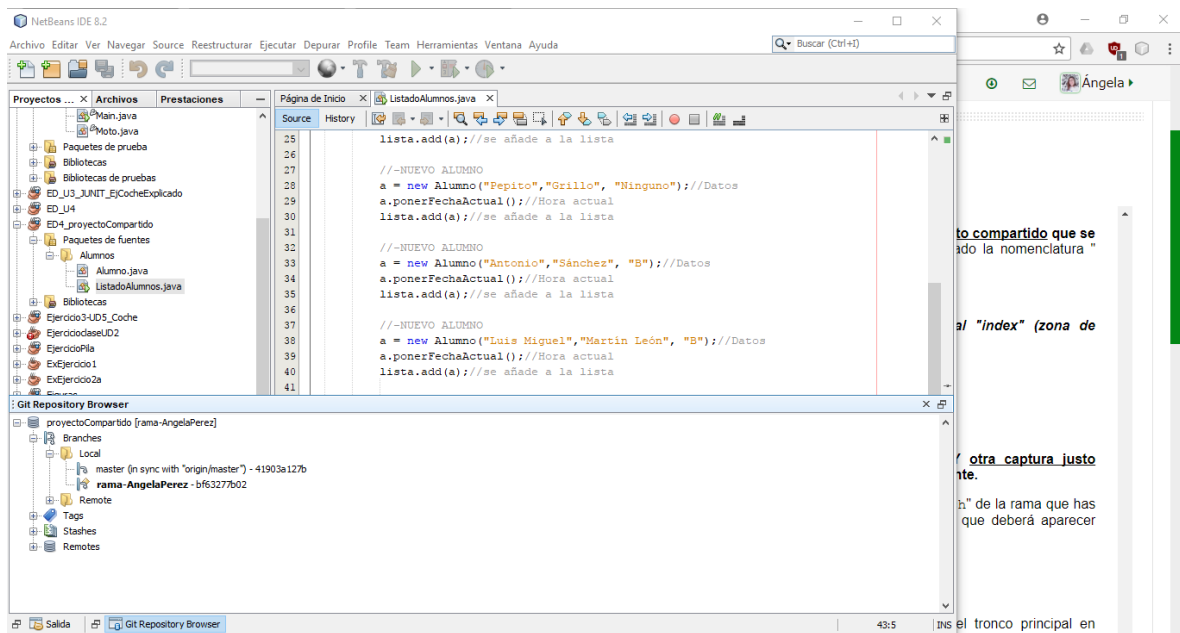
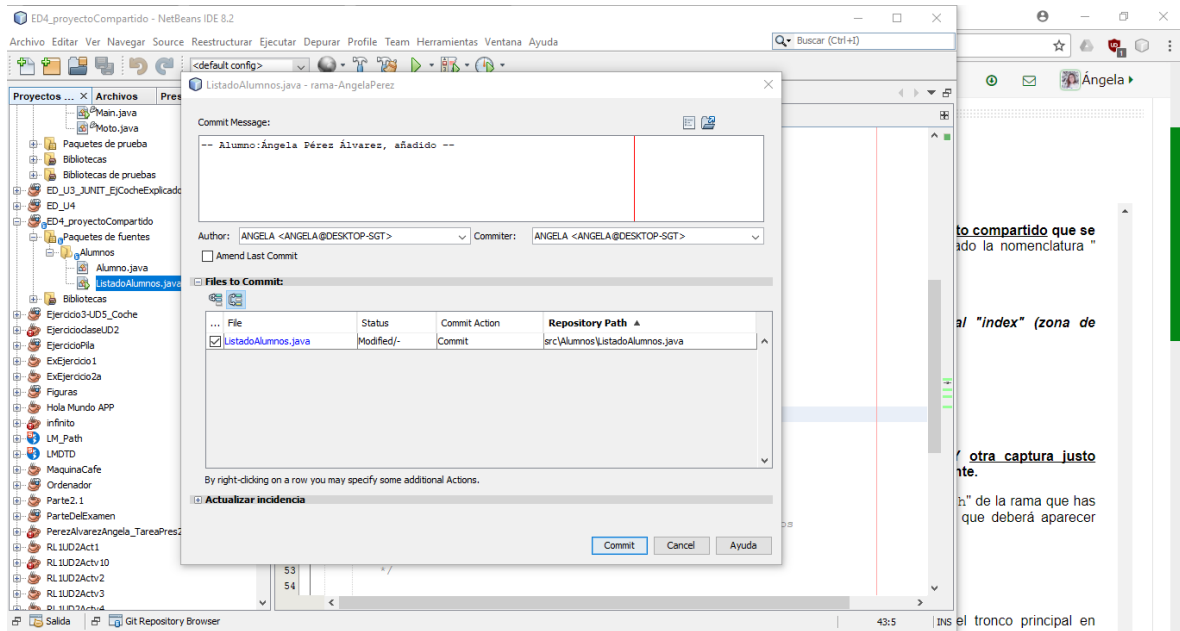
Ángela Pérez Álvarez

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4.

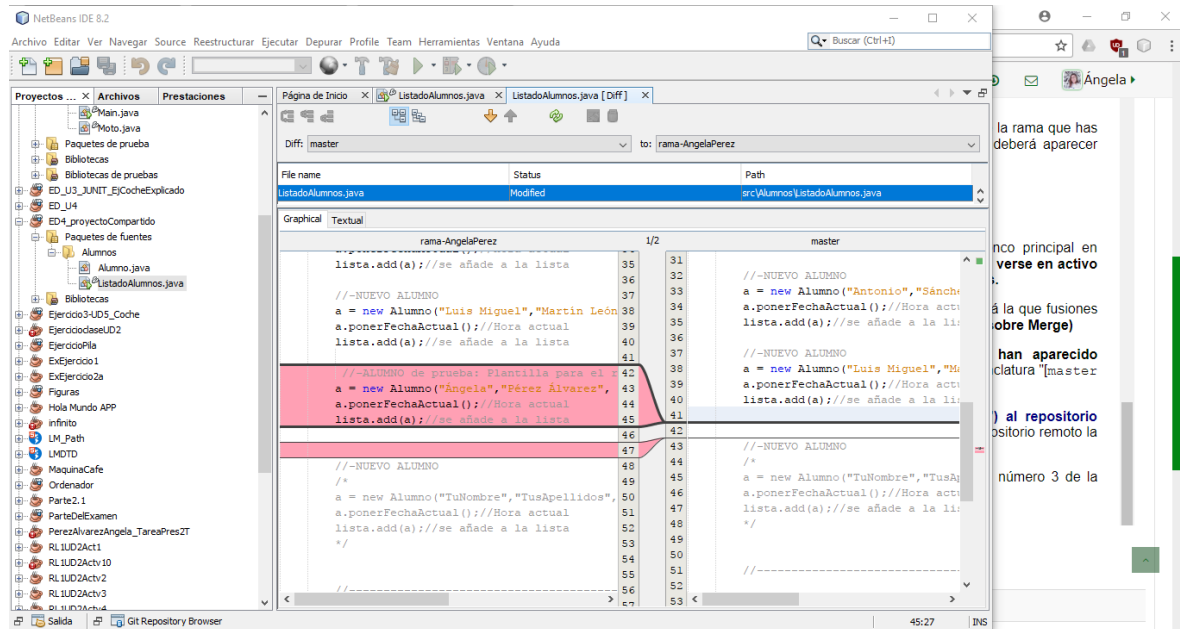


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6.



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7.

