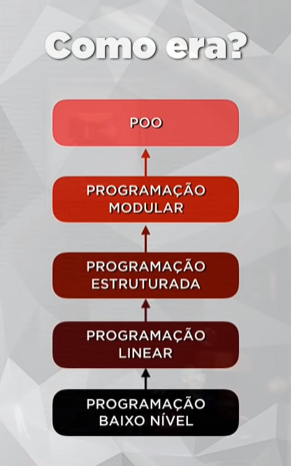
**AULA TEÓRICA 1 – O QUE É PROGRAMAÇÃO ORIENTADA A OBJETOS?**

**OBJETIVO DA POO**

Aproximar o mundo digital do mundo real.

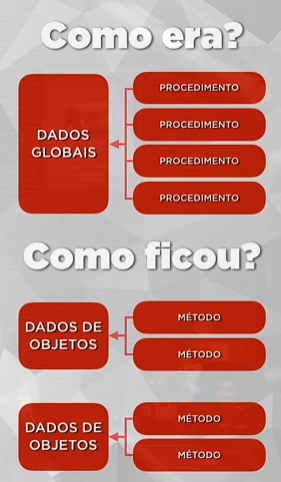
**COMO ERA?**



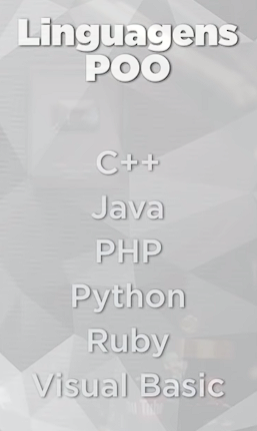
**QUEM CRIOU?**



**COMO FICOU?**

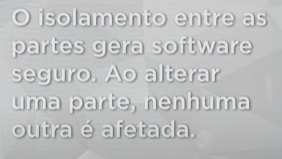


**LINGUAGENS POO**

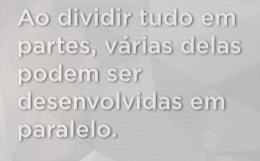


**QUAIS AS VANTAGENS DA POO?**

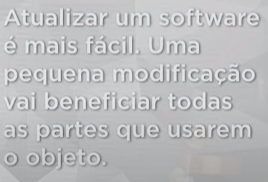
Confiável:



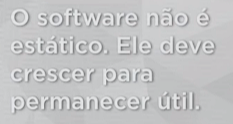
Oportuno:



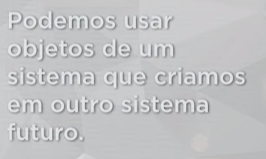
Manutenível:



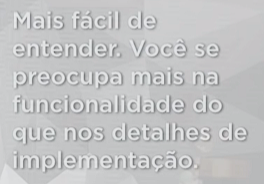
Extensível:



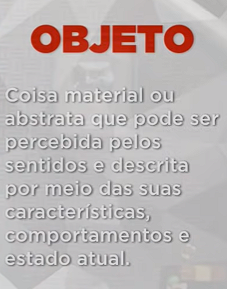
Reutilizável:



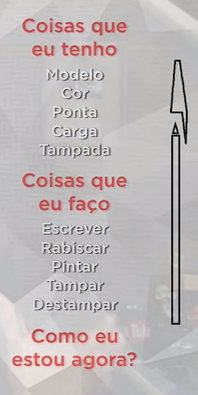
Natural:



# **Aula Teórica 2 – O que é um Objeto?**

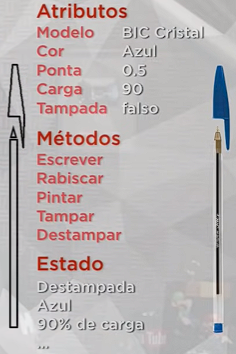


**TODO OBJETO VEM DE UMA CLASSE:**

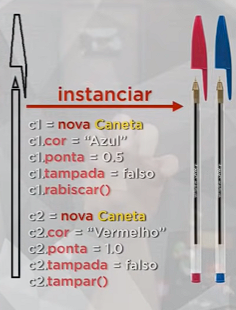


**TODO OBJETO TEM:**

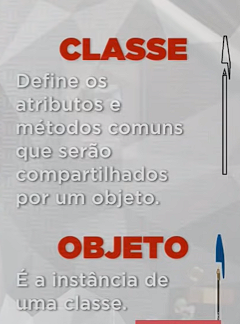




**PARA CRIAR UMA OBJETO É PRECISO INSTANCIAR UMA CLASSE:**

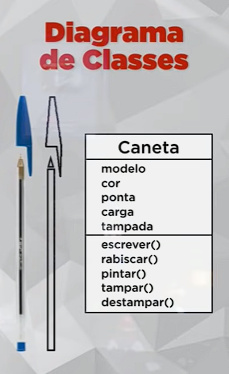


**DEFINIÇÃO TEÓRICA**

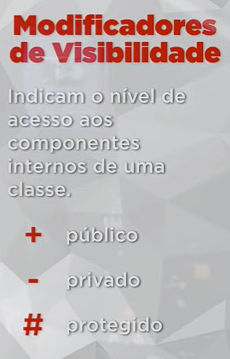


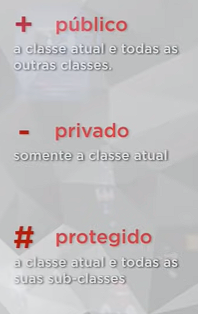
# **Aula Teórica 3 – O que é Visibilidade em um Objeto?**

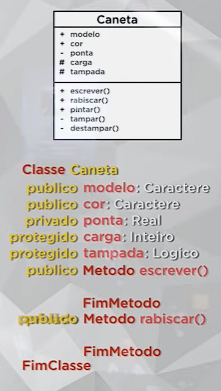
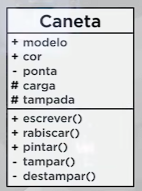
UML - Diagrama de Classes



Modificadores de Visibilidade







# **Aula Teórica 4 – Métodos Especiais**

Método Assessores = Getters

Cada atributo da classe recebe um método get

Métodos Modificadores = Setters

Cada atributo da classe recebe um método set

Métodos Construtores = Construct

Define os valores default (atributos e métodos) do objeto quando uma classe é instanciada.