

01)

A)

The screenshot shows the Visual Studio Code editor with three files open: `Vendash.h`, `Vendas.cpp`, and `main.cpp`. The `Vendash.h` file defines the `Venda` class with private attributes `valor` and `pecas`, and public methods `setValor`, `setPecas`, `getValor`, `getPecas`, and `totaliza`. The `Vendas.cpp` file implements these methods. The `main.cpp` file contains the `main` function, which creates an array of `Venda` objects, sets their values, and calls the `totaliza` method to calculate the total value and number of items.

```
1 // Vendash.h
2 #ifndef VENDAS_H
3 #define VENDAS_H
4 #include <bits/stdc++.h>
5 using namespace std;
6
7 class Venda{
8
9 private:
10 float valor;
11 int pecas;
12
13 public:
14 void setValor(float preco);
15 void setPecas(int qtd);
16 float getValor();
17 int getPecas();
18 void totaliza(Venda v[], int n);
19 };
20 #endif
```

```
1 // Vendas.cpp
2 #include "Vendas.h"
3 #include <bits/stdc++.h>
4 using namespace std;
5
6 void Venda::setValor(float preco){
7     valor = preco;
8 }
9 void Venda::setPecas(int qtd){
10     pecas = qtd;
11 }
12 int Venda::getPecas(){
13     return pecas;
14 }
15 float Venda::getValor(){
16     return valor;
17 }
18 void Venda::totaliza(Venda v[], int n){
19     valor = 0;
20     pecas = 0;
21     for(int i=0; i<n; i++){
22         valor+=v[i].getValor();
23         pecas+=v[i].getPecas();
24     }
25 }
```

```
1 // main.cpp
2 #include "Vendas.h"
3 #include <bits/stdc++.h>
4 using namespace std;
5
6 int main(){
7     Venda total, v[5];
8
9     v[0].setPecas(1);
10    v[1].setPecas(2);
11    v[2].setPecas(3);
12    v[3].setPecas(4);
13    v[4].setPecas(5);
14
15    v[0].setValor(1.0);
16    v[1].setValor(2.0);
17    v[2].setValor(3.0);
18    v[3].setValor(4.0);
19    v[4].setValor(5.0);
20
21    total.totaliza(v, 5);
22    cout << total.getPecas() << endl << total.getValor() << endl;
23 }
```

B)

The screenshot shows the Visual Studio Code editor with three files open: `Vendash.h`, `Vendas.cpp`, and `main.cpp`. The `Vendash.h` file defines the `Venda` class with private attributes `valor` and `pecas`, and public methods `setValor`, `setPecas`, `getValor`, `getPecas`, and `totaliza`. The `Vendas.cpp` file implements these methods. The `main.cpp` file contains the `main` function, which creates an array of `Venda` objects, sets their values, and calls the `totaliza` method to calculate the total value and number of items.

```
1 // Vendash.h
2 #ifndef VENDAS_H
3 #define VENDAS_H
4 #include <bits/stdc++.h>
5 using namespace std;
6
7 class Venda{
8
9 private:
10 float valor;
11 int pecas;
12
13 public:
14 void setValor(float preco);
15 void setPecas(int qtd);
16 float getValor();
17 int getPecas();
18 void totaliza(Venda v[], int n);
19 };
20 #endif
```

```
1 // Vendas.cpp
2 #include "Vendas.h"
3 #include <bits/stdc++.h>
4 using namespace std;
5
6 void Venda::setValor(float preco){
7     valor = preco;
8 }
9 void Venda::setPecas(int qtd){
10     pecas = qtd;
11 }
12 int Venda::getPecas(){
13     return pecas;
14 }
15 float Venda::getValor(){
16     return valor;
17 }
18 void Venda::totaliza(Venda v[], int n){
19     Venda temp;
20     temp.valor = 0;
21     temp.pecas = 0;
22     for(int i=0; i<n; i++){
23         temp.valor+=v[i].getValor();
24         temp.pecas+=v[i].getPecas();
25     }
26     return temp;
27 }
```

```
1 // main.cpp
2 #include "Vendas.h"
3 #include <bits/stdc++.h>
4 using namespace std;
5
6 int main(){
7     Venda total, v[5];
8
9     v[0].setPecas(1);
10    v[1].setPecas(2);
11    v[2].setPecas(3);
12    v[3].setPecas(4);
13    v[4].setPecas(5);
14
15    v[0].setValor(1.0);
16    v[1].setValor(2.0);
17    v[2].setValor(3.0);
18    v[3].setValor(4.0);
19    v[4].setValor(5.0);
20
21    total = v[0].totaliza(v, 5);
22    cout << total.getPecas() << endl << total.getValor() << endl;
23 }
```