

Práctica #05 – Clases abstractas e interfaces.

Laboratorio de Programación Orientada a Objetos.

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Grupo: 036.

Horario: VIERNES 7:00-9:00.

Materia: Laboratorio de Programación Orientada a objetos.

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Compilación.

El programa compiló adecuadamente.

The screenshot shows the IntelliJ IDEA interface with the project '2173396_practica05' open. The 'Main.java' file is selected in the editor. The code defines a class 'Main' with a main method that creates an instance of 'Aquila' and prints its breathing behavior. The 'Run' tool window at the bottom shows the output of the program's execution, which includes multiple instances of animals (Bananita Dolfinita, El Eagle Bombeloro, Leoparducci Grapefruitucci) performing various actions like breathing, sleeping, and eating. The status bar at the bottom right indicates 'Process finished with exit code 0'.

```
public class Main {
    public static void main(String[] args) {
        Aquila a = new Aquila(nombre: "El Eagle Bombeloro");
        System.out.println(a.respirar());
        a.despertar();
        a.hacerSonido();
        a.comer();
    }
}
```

```
/usr/lib/jvm/java-1.21.0-openjdk-amd64/bin/java -javaagent:/home/jeremy/.local/share/JetBrains/Toolbox/apps/intelliij-idea-ultimate/lib/idea_rt.jar=45345 -Dfile.encoding=UTF-8 -Dsun.stdout.encoding=UTF-8 -Dsun.stderr.encoding=UTF-8
Bananita Dolfinita respira
Bananita Dolfinita despertando
Bananita Dolfinita hace sonido
Bananita Dolfinita comiendo
Bananita Dolfinita nada
El Eagle Bombeloro respira
El Eagle Bombeloro despertando
El Eagle Bombeloro hace sonido
El Eagle Bombeloro comiendo
El Eagle Bombeloro vuela
Leoparducci Grapefruitucci respira
Leoparducci Grapefruitucci despertando
Leoparducci Grapefruitucci hace sonido
Leoparducci Grapefruitucci comiendo
Leoparducci Grapefruitucci corre

Process finished with exit code 0
```

Depuración.

El programa se depuró adecuadamente.

The screenshot shows the IntelliJ IDEA interface with the project '2173396_practica05' open. The 'Main.java' file is selected in the editor. The code defines a class 'Main' with a main method that creates an instance of 'Delfin' and prints its breathing behavior. The 'Debug' tool window at the bottom shows the output of the program's execution, which includes multiple instances of animals (Bananita Dolfinita, El Eagle Bombeloro, Leoparducci Grapefruitucci) performing various actions like breathing, sleeping, and eating. The status bar at the bottom right indicates 'Process finished with exit code 0'.

```
import animales.*;
public class Main {
    public static void main(String[] args) {
        Delfin d = new Delfin(nombre: "Bananita Dolfinita");
        System.out.println(d.respirar());
    }
}
```

```
/usr/lib/jvm/java-1.21.0-openjdk-amd64/bin/java ...
Connected to the target VM, address: '127.0.0.1:49423', transport: 'socket'
Bananita Dolfinita respira
Bananita Dolfinita despertando
Bananita Dolfinita hace sonido
Bananita Dolfinita comiendo
Bananita Dolfinita nada
El Eagle Bombeloro respira
El Eagle Bombeloro despertando
El Eagle Bombeloro hace sonido
El Eagle Bombeloro comiendo
El Eagle Bombeloro vuela
Leoparducci Grapefruitucci respira
Leoparducci Grapefruitucci despertando
Leoparducci Grapefruitucci hace sonido
Leoparducci Grapefruitucci comiendo
Leoparducci Grapefruitucci corre
Disconnected from the target VM, address: '127.0.0.1:49423', transport: 'socket'

Process finished with exit code 0
```

Código.

El código del programa.

The screenshot shows a Java code editor with several files open:

- Main.java**:

```
3 public class Main {  
4     public static void main(String[] args) {  
5         Leopard l = new Leopard(nombre: "Leoparducci Grapefruitucci");  
6         System.out.println(l.respirar());  
7         l.despertar();  
8         l.hacerSonido();  
9         l.comer();  
10        l.correr();  
11    }  
12}
```
- ITerrestre.java**:

```
1 package animales;  
2  
3 public interface ITerrestre { 1 usage 1 implementation  
4     void correr(); 1 usage 1 implementation  
5     default int distanciaMaxima() {return 200;} no usages 1 override  
6 }
```
- IAquatico.java**:

```
1 package animales;  
2  
3 public interface IAquatico { 1 usage 1 implementation  
4     void nadar(); 1 usage 1 implementation  
5     default int profundidadMaxima() {return 200;} no usages 1 override  
6 }
```
- IVolador.java**:

```
1 package animales;  
2  
3 public interface IVolador { 1 usage 1 implementation  
4     void volar(); 1 usage 1 implementation  
5     default int alturaMaxima() {return 200;} no usages 1 override  
6 }
```
- Main.java** (another instance):

```
3 public class Main {  
4     public static void main(String[] args) {  
5         Leopard l = new Leopard(nombre: "Leoparducci Grapefruitucci");  
6         System.out.println(l.respirar());  
7         l.despertar();  
8         l.hacerSonido();  
9         l.comer();  
10        l.correr();  
11    }  
12}
```
- AgUILA.java**:

```
1 package animales;  
2  
3 public class AgUILA extends Animal implements IVolador { 2 usages  
4     public AgUILA(String nombre) { super(nombre); }  
5  
6     @Override 3 usages  
7     public void hacerSonido() { System.out.println(obtenerNombre() + " hace sonido"); }  
8  
9     @Override 1 usage  
10    public void volar() { System.out.println(obtenerNombre() + " vuela"); }  
11  
12    @Override no usages  
13    public int alturaMaxima() { throw new UnsupportedOperationException("Not supported"); }  
14  
15    public String respirar() { return obtenerNombre() + " respira"; }  
16}
```
- Animal.java**:

```
1 package animales;  
2  
3 public abstract class Animal { 3 usages 3 inheritors  
4     private String nombre; 4 usages  
5     public Animal(String nombre) {this.nombre = nombre;} 3 usages  
6  
7     public abstract void hacerSonido(); 3 usages 3 implementations  
8  
9     public void comer() { System.out.println(this.nombre + " comiendo"); }  
10  
11    public void despertar() { System.out.println(this.nombre + " despertando"); }  
12  
13    public String obtenerNombre() { return this.nombre; }  
14}
```
- Delfin.java**:

```
1 package animales;  
2  
3 public class Delfin extends Animal implements IAquatico { 2 usages  
4     public Delfin(String nombre) { super(nombre); }  
5  
6     @Override 3 usages  
7     public void hacerSonido() { System.out.println(obtenerNombre() + " hace sonido"); }  
8  
9     @Override 1 usage  
10    public void nadar() { System.out.println(obtenerNombre() + " nada"); }  
11  
12    @Override no usages  
13    public int profundidadMaxima() { throw new UnsupportedOperationException("Not supported"); }  
14  
15    public String respirar() { return obtenerNombre() + " respira"; }  
16}
```

Archivos.

Los archivos del programa.

