11-Projeto - Simulando o caos em academias

Sumário

[Projeto: Simulador de Caos – Parte 1 1](#_Toc204264091)

[Projeto: Simulador de Caos – Parte 2 1](#_Toc204264092)

[Projeto: Simulador de Caos – Parte 3 1](#_Toc204264093)

# [Projeto: Simulador de Caos – Parte 1](https://hub.asimov.academy/curso/atividade/projeto-simulador-de-caos-parte-1-2/)



Impacto de um num ambiente compartilhado

Classe academia

Alteres

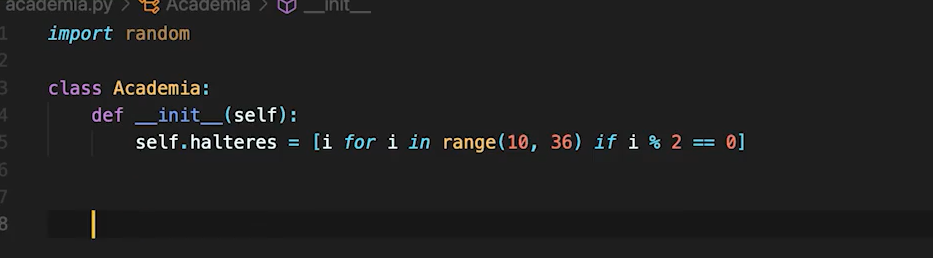
Classe usuário

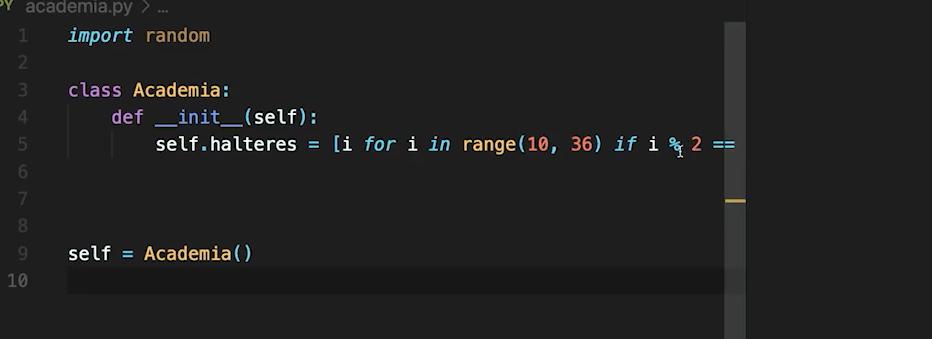
Pegar e devolver alteres

Tipo 1 ou dois (desorganizador)

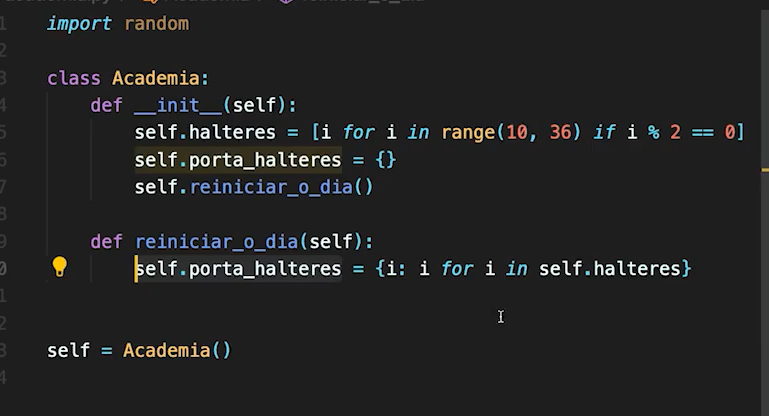
# [Projeto: Simulador de Caos – Parte 2](https://hub.asimov.academy/curso/atividade/projeto-simulador-de-caos-parte-2-2/)

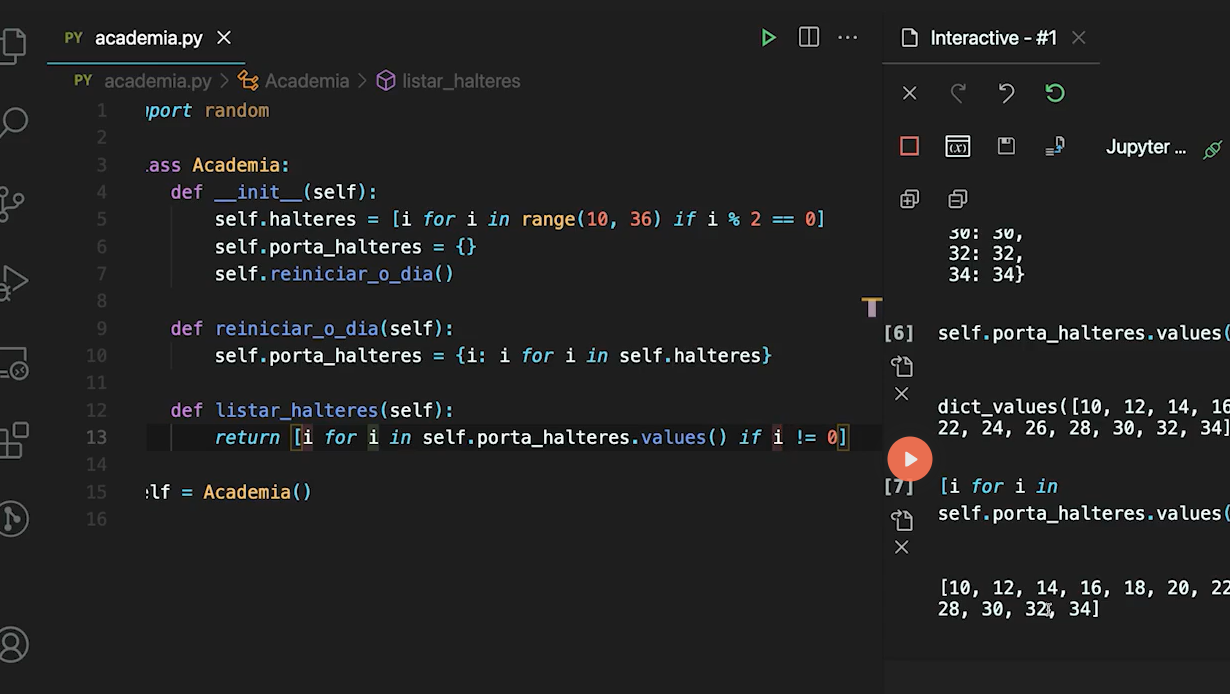


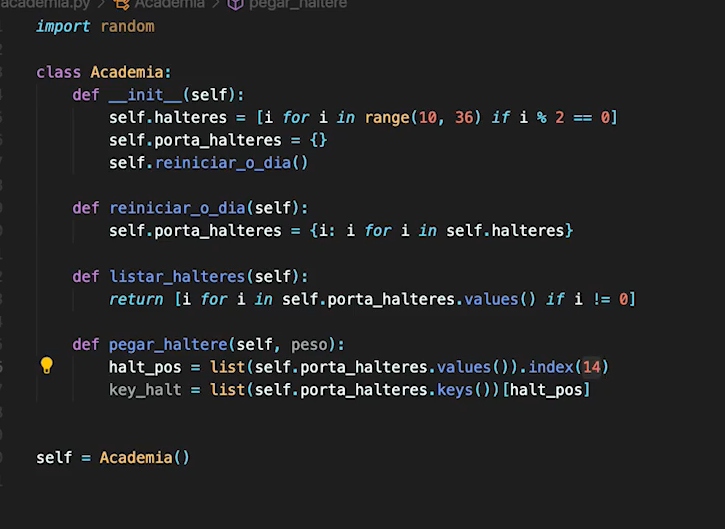


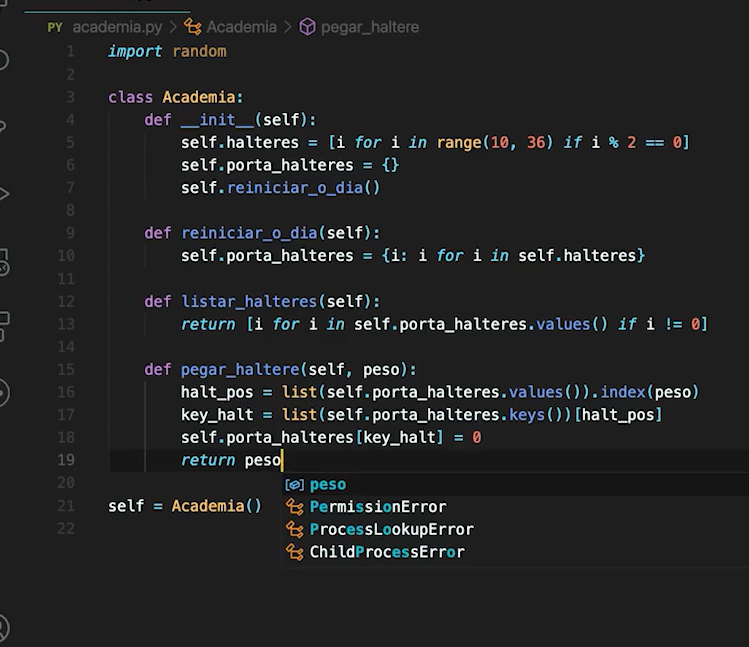


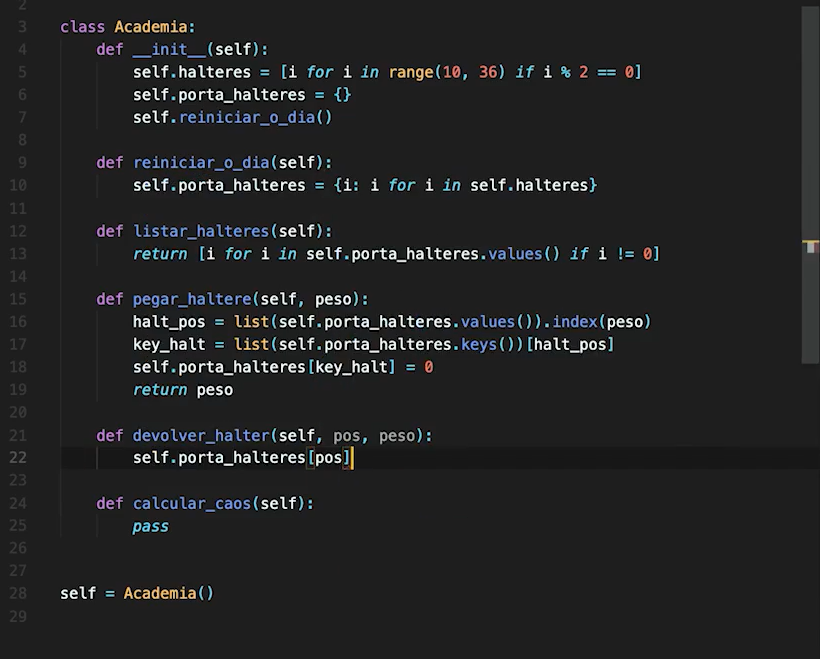


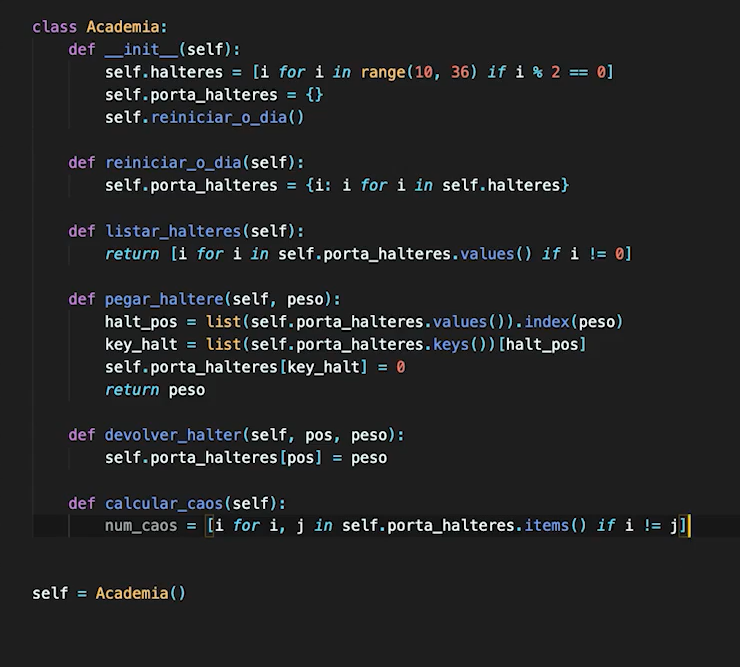


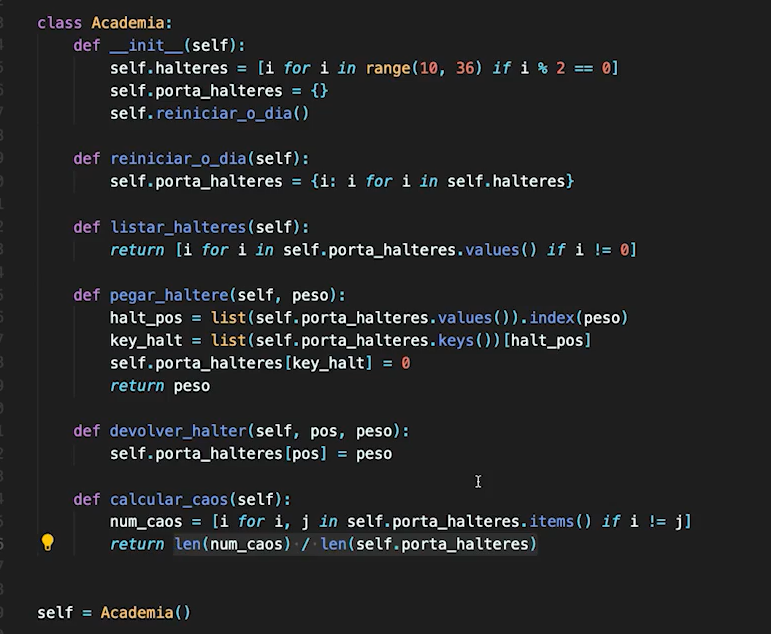






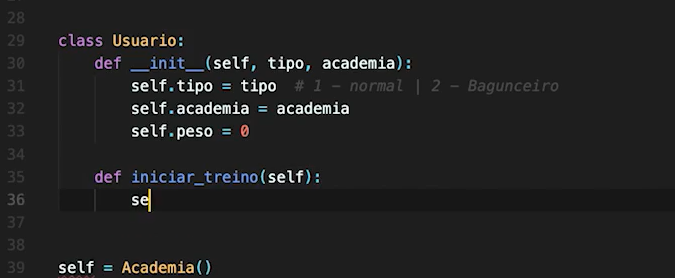




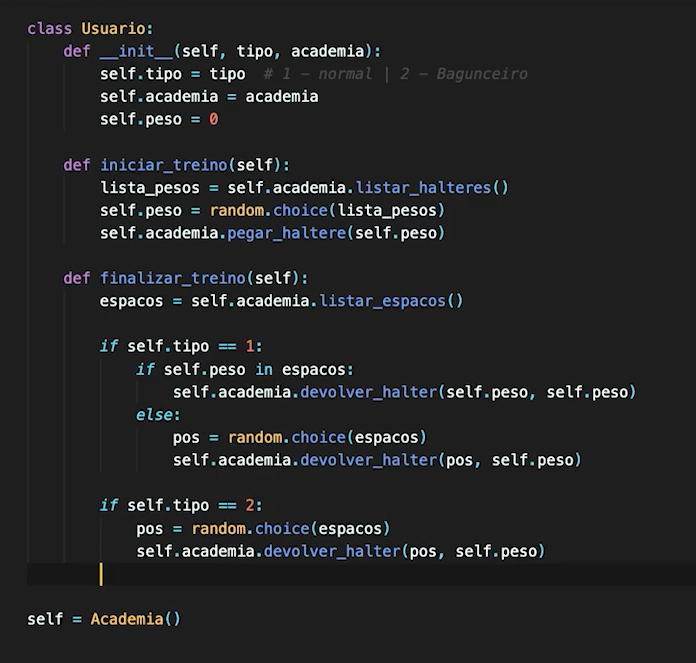


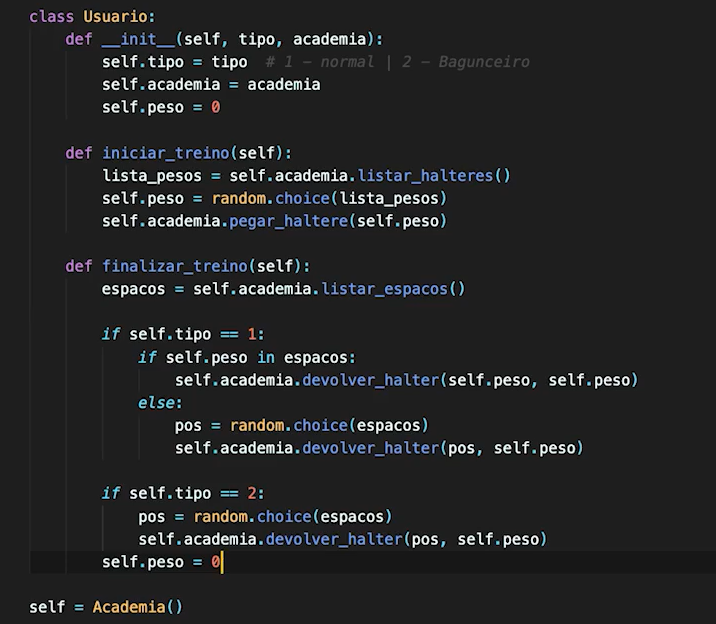
# [Projeto: Simulador de Caos – Parte 3](https://hub.asimov.academy/curso/atividade/projeto-simulador-de-caos-parte-3-2/)

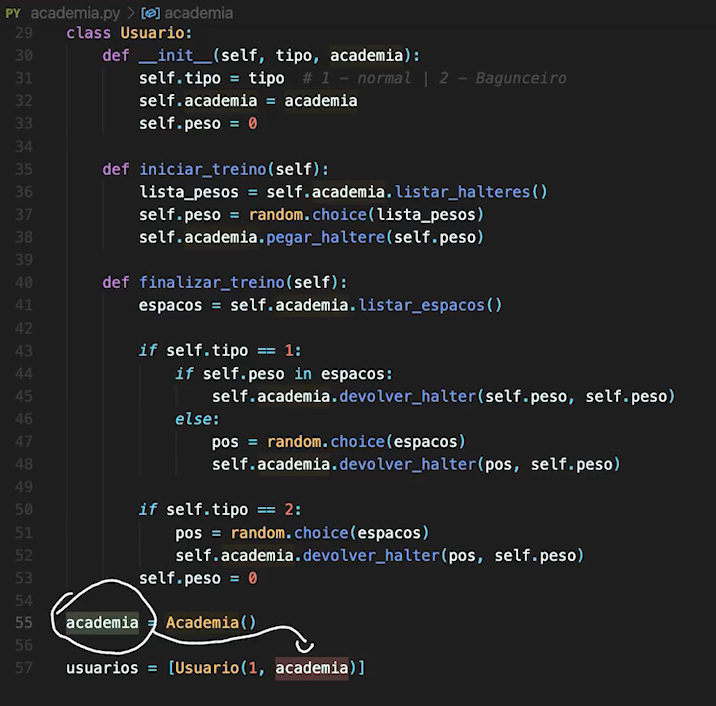


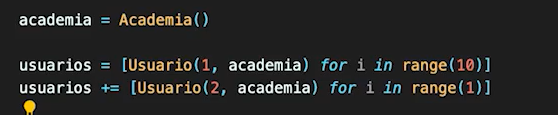










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