

Técnicas de Programação

Prof. Joaquim Bento

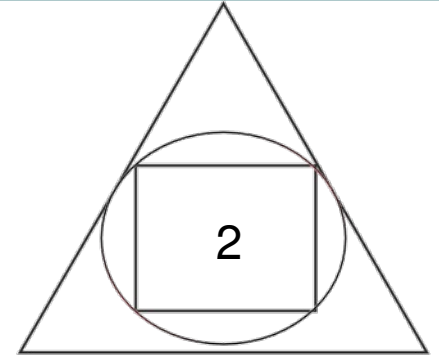
Equipe:

**Leandro Monteiro
Leidiane Freitas
Murilo Holanda(líder)
Victor Pessoa**



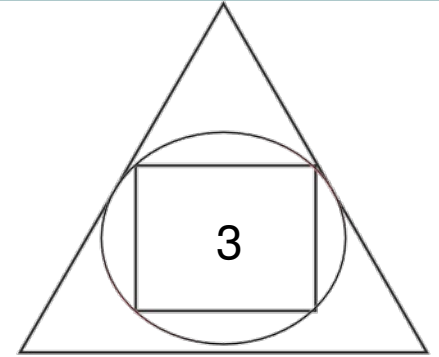
Trabalho 2

Introdução



- ① **Implementar um programa, em C++, para gerenciar uma lista de figuras (círculos, quadrados e triângulos);**
- ① **O programa é em Programação Orientada a Objeto (POO).**

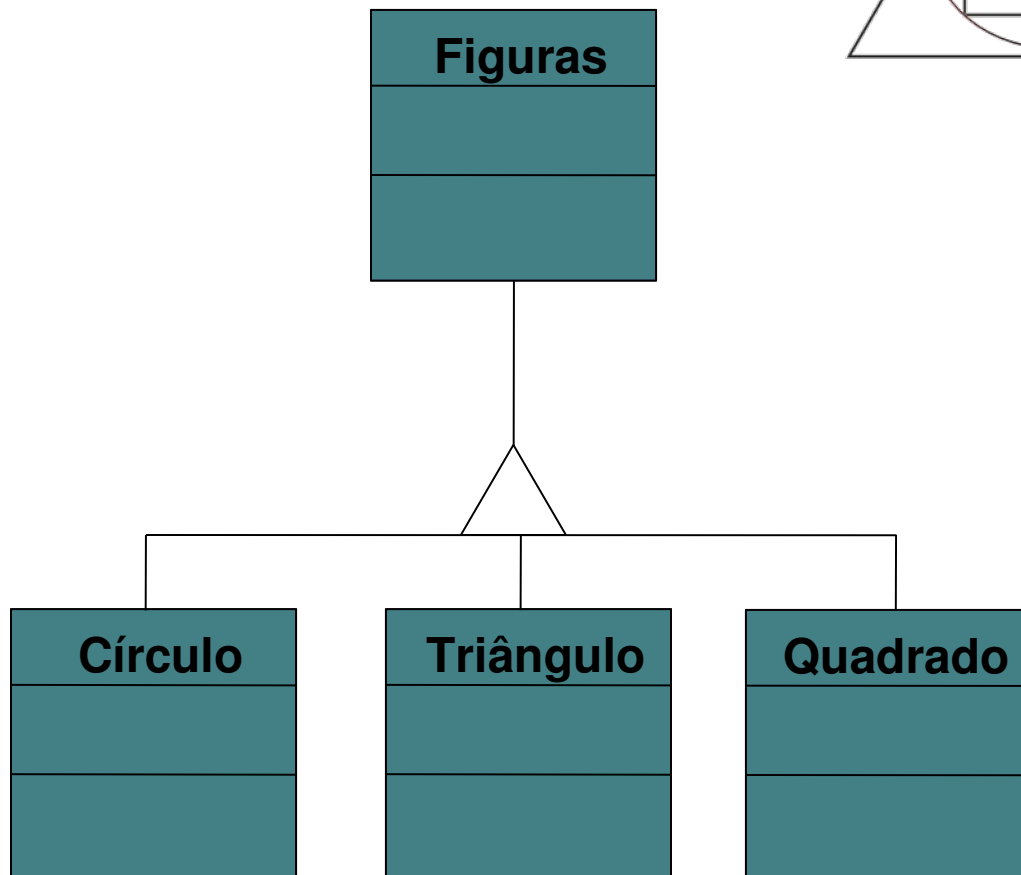
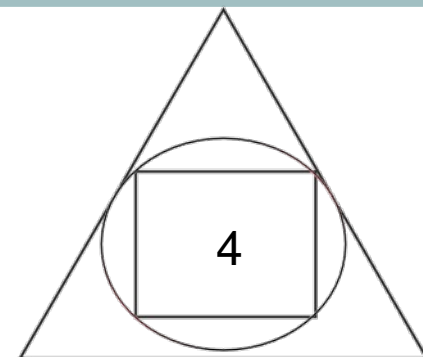
Introdução



① Divisão do Trabalho:

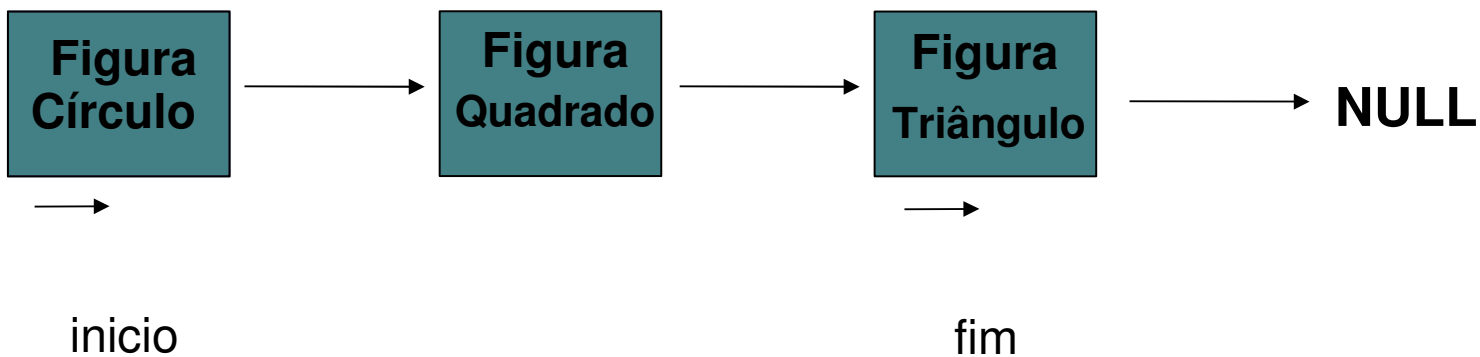
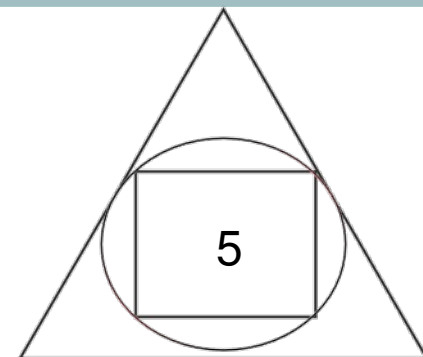
- **Murilo (Inserção, Remoção, Listar e AreaTotal)**
- **Leandro (Ordenação)**
- **Leidiane (Classe Figura e Apresentação)**
- **Victor (Classe derivadas da Figura)**

Metodologia

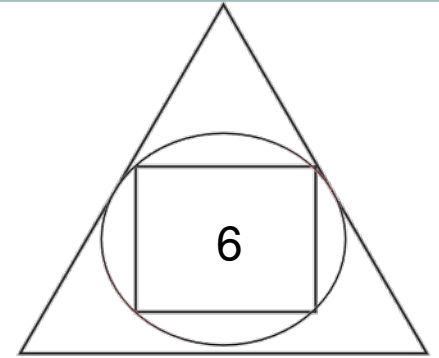


...

Metodologia



Metodologia

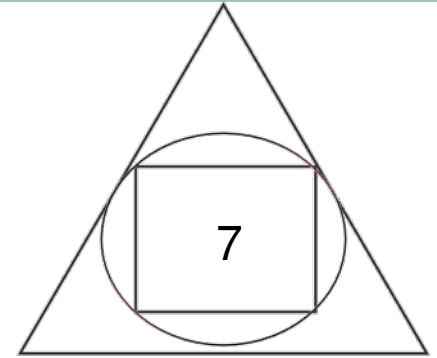


① **Modularização;**
Calculo Área Total

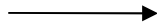
```
Área_Total( )  
{  
    Enquanto(aux) {  
        area=area+aux->getArea();  
        aux=aux->getProx();  
    }  
    Imprimi ( Area Total: area ) }
```

Metodologia

① Inserção

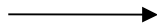


Antes
início

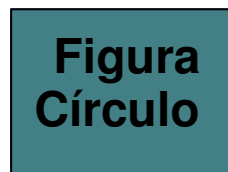


NULL

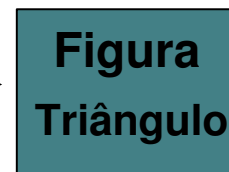
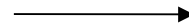
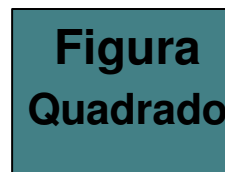
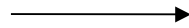
fim



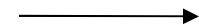
Depois



início



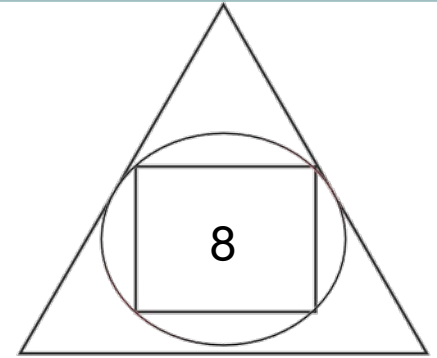
fim



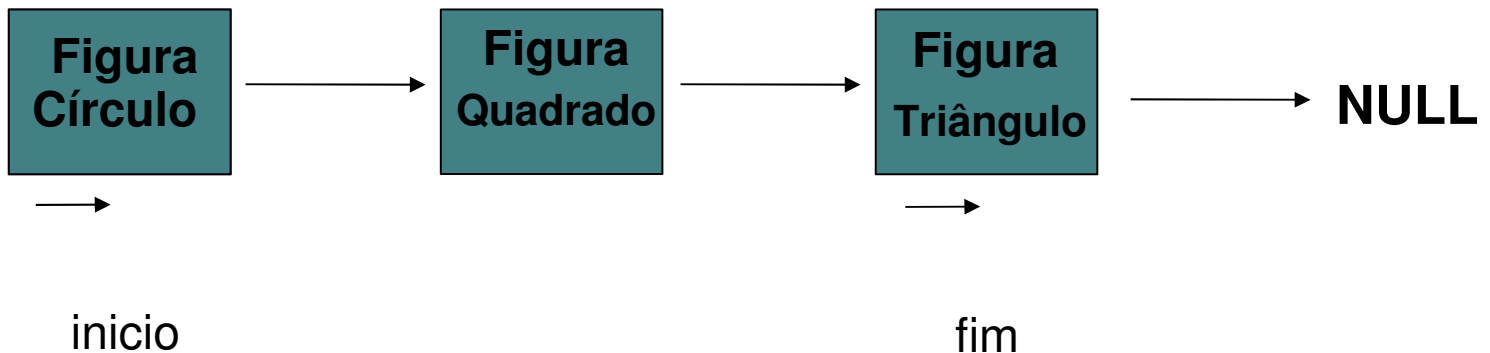
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Metodologia

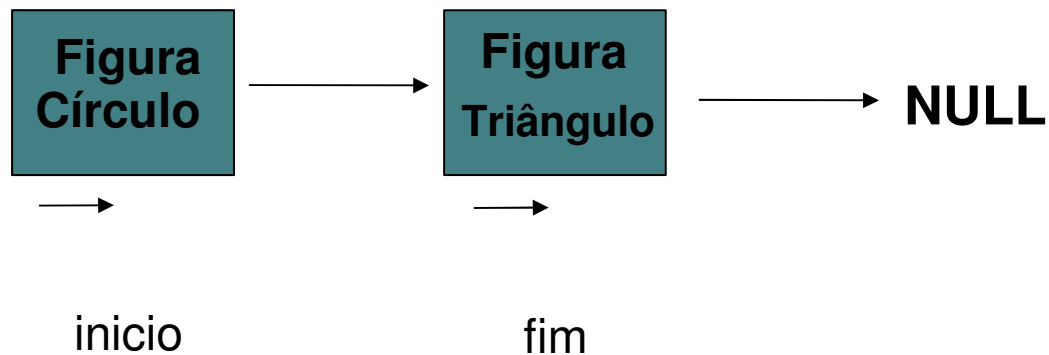
① Remoção



Antes

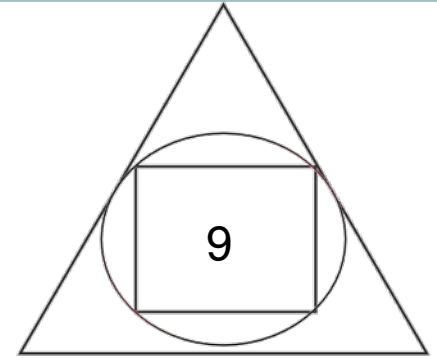


Depois



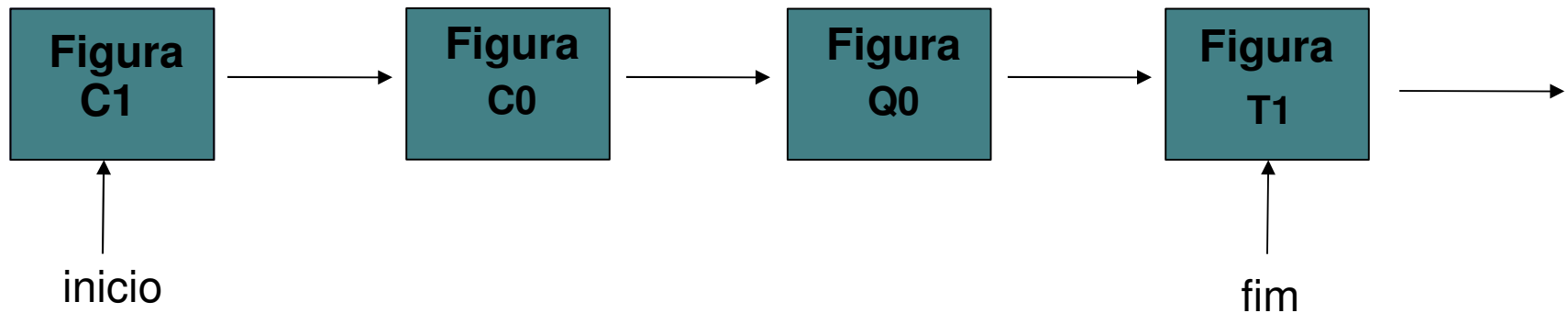
Metodologia

① Ordenação



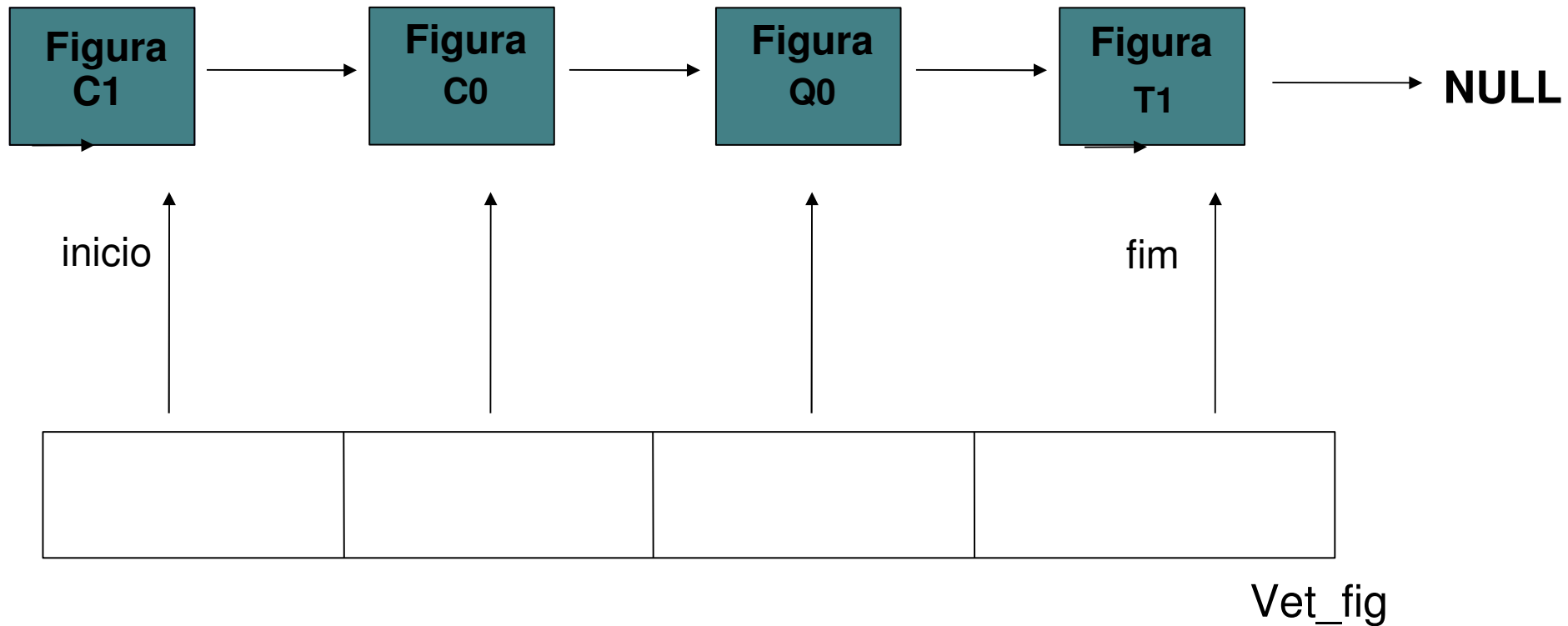
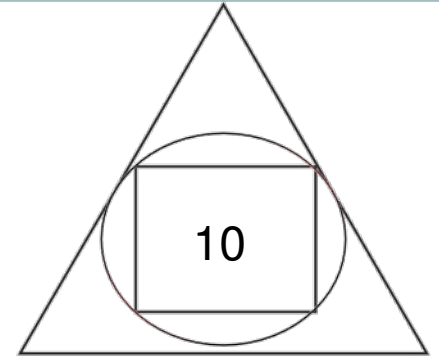
Lista de Termos Ordenada

Nome
Área
Tipo



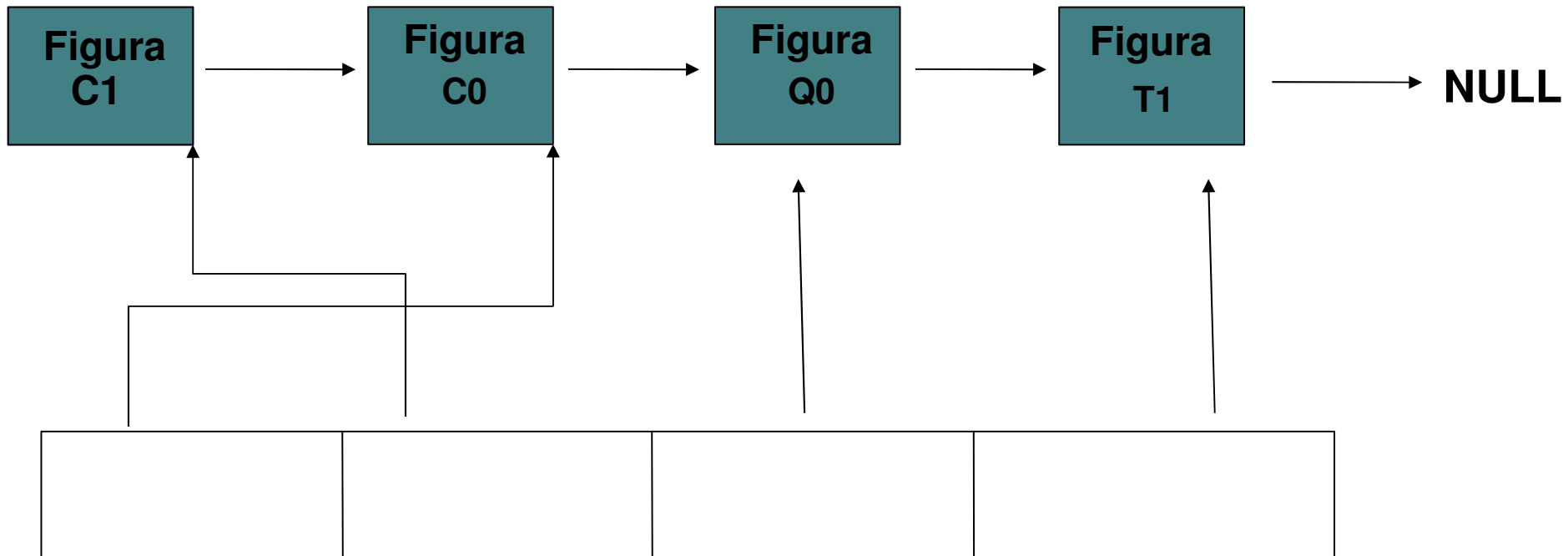
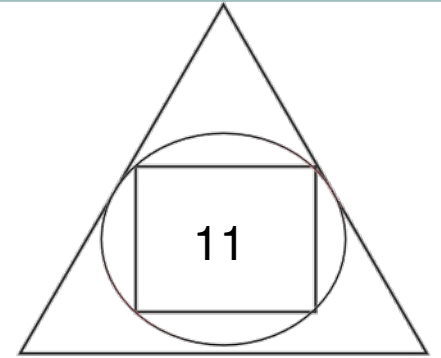
Metodologia

① Ordenação



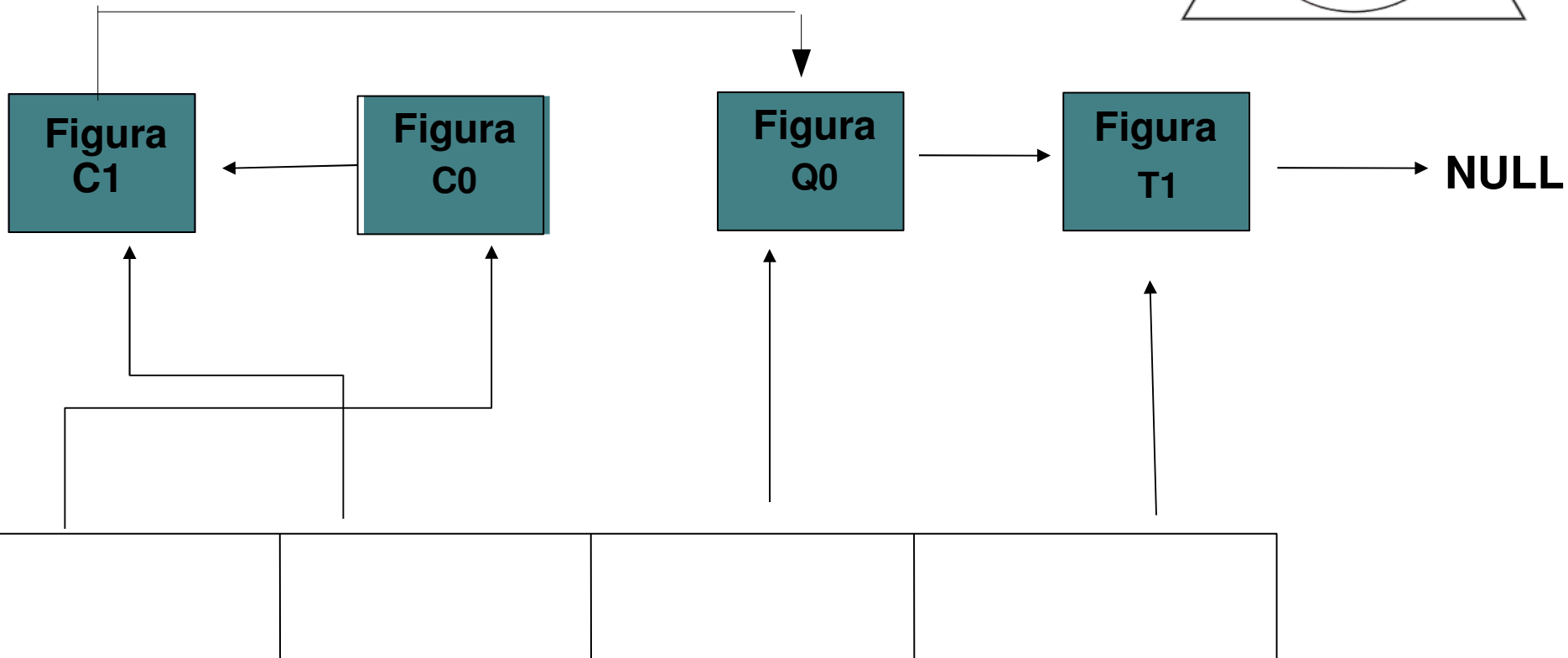
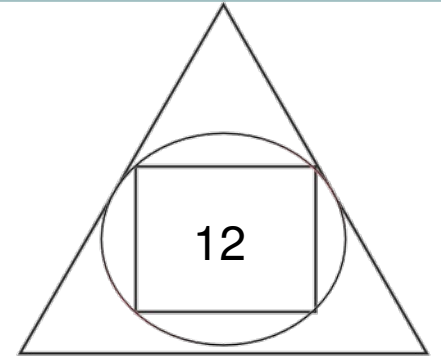
Metodologia

① Ordenação

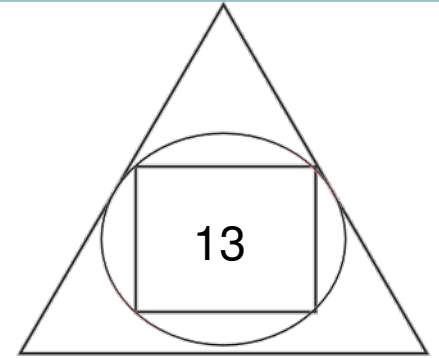


Metodologia

① Ordenação



Conclusão



Facilidades:

- Na adição de novas figuras
- Na implementação da hierarquia de tipos
- Na manipulação dos dados

Dificuldade:

- Ordenação de uma lista encadeada em tempo satisfatório