

Técnicas de Programação

Prof. Joaquim Bento

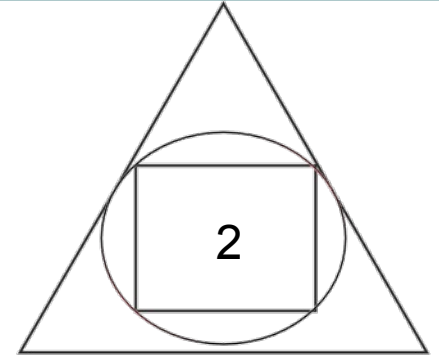
Equipe:

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



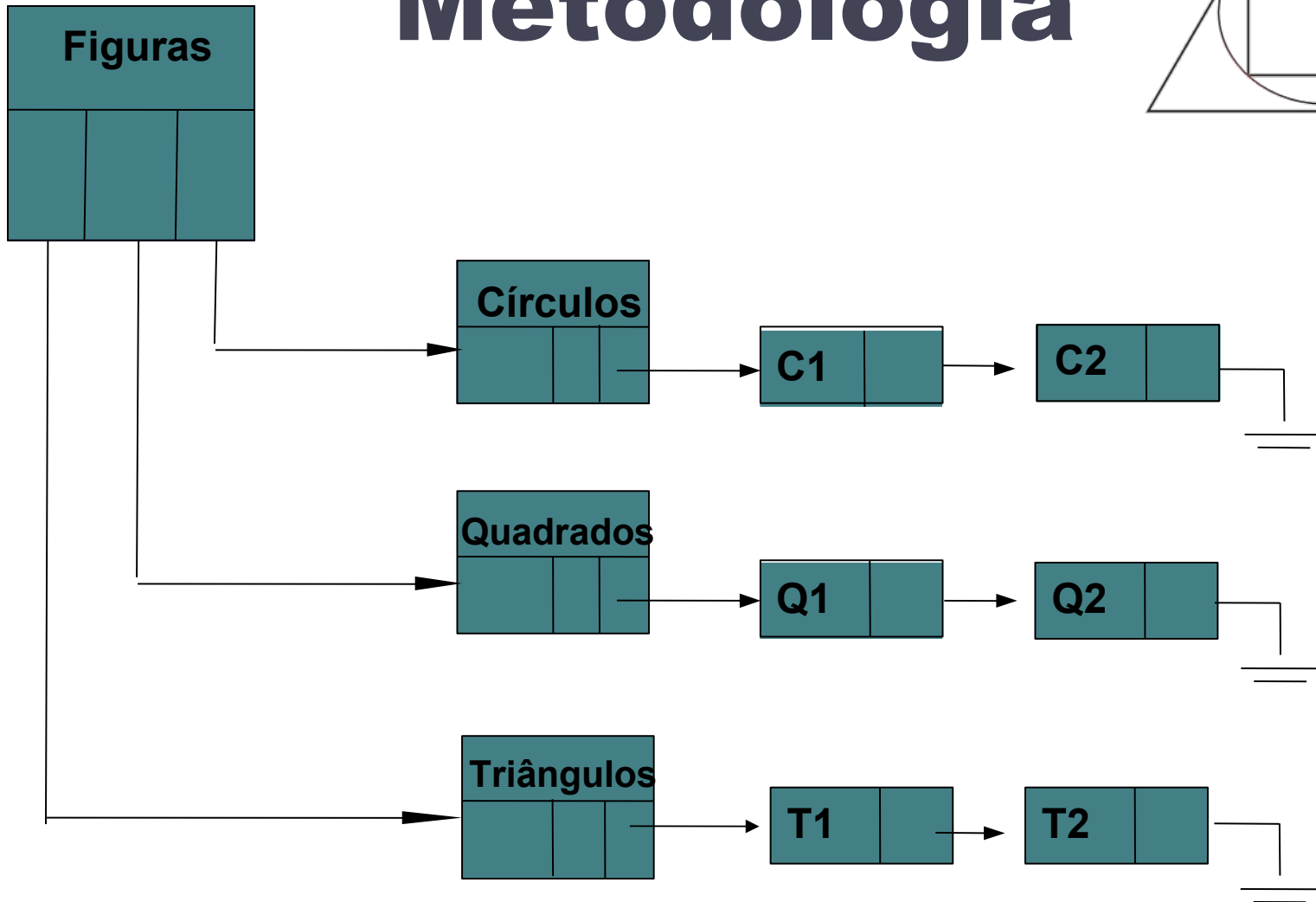
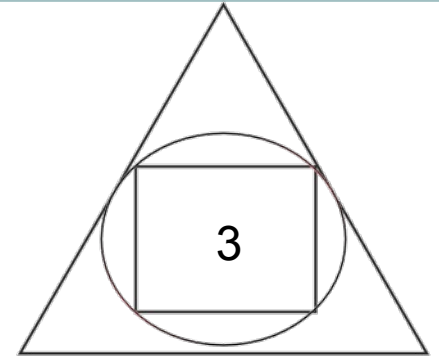
Trabalho 1

Introdução

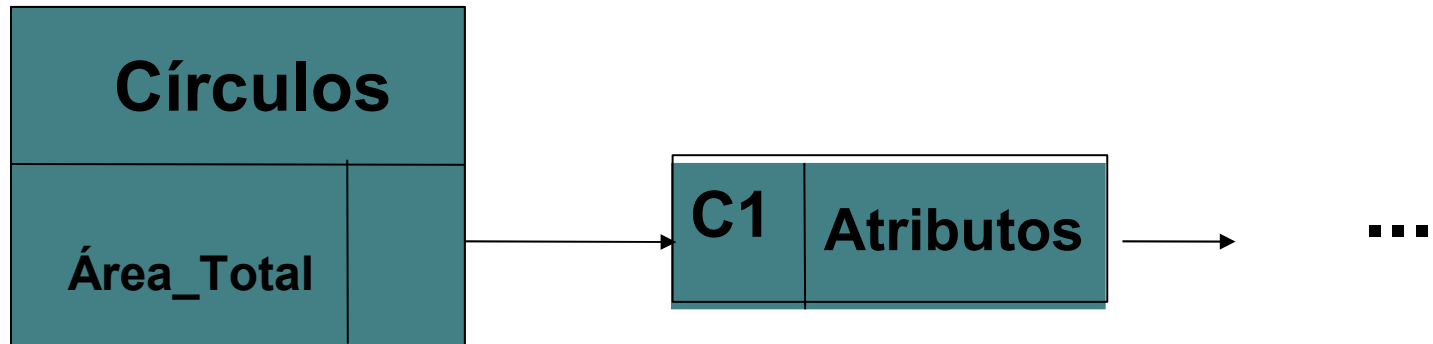
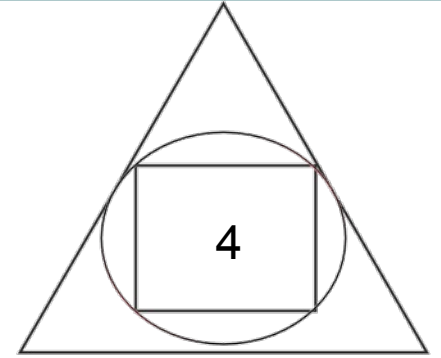


- ① Implementar um programa, em C, para gerenciar uma lista de figuras (círculos, quadrados e triângulos);
- ① O programa é em Programação Estruturada (PE), utilizando uma Célula Cabeça para várias Listas.

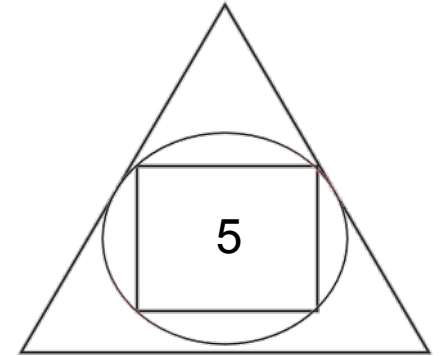
Metodologia



Metodologia



Metodologia



① Modularização;
Calculo Área Total

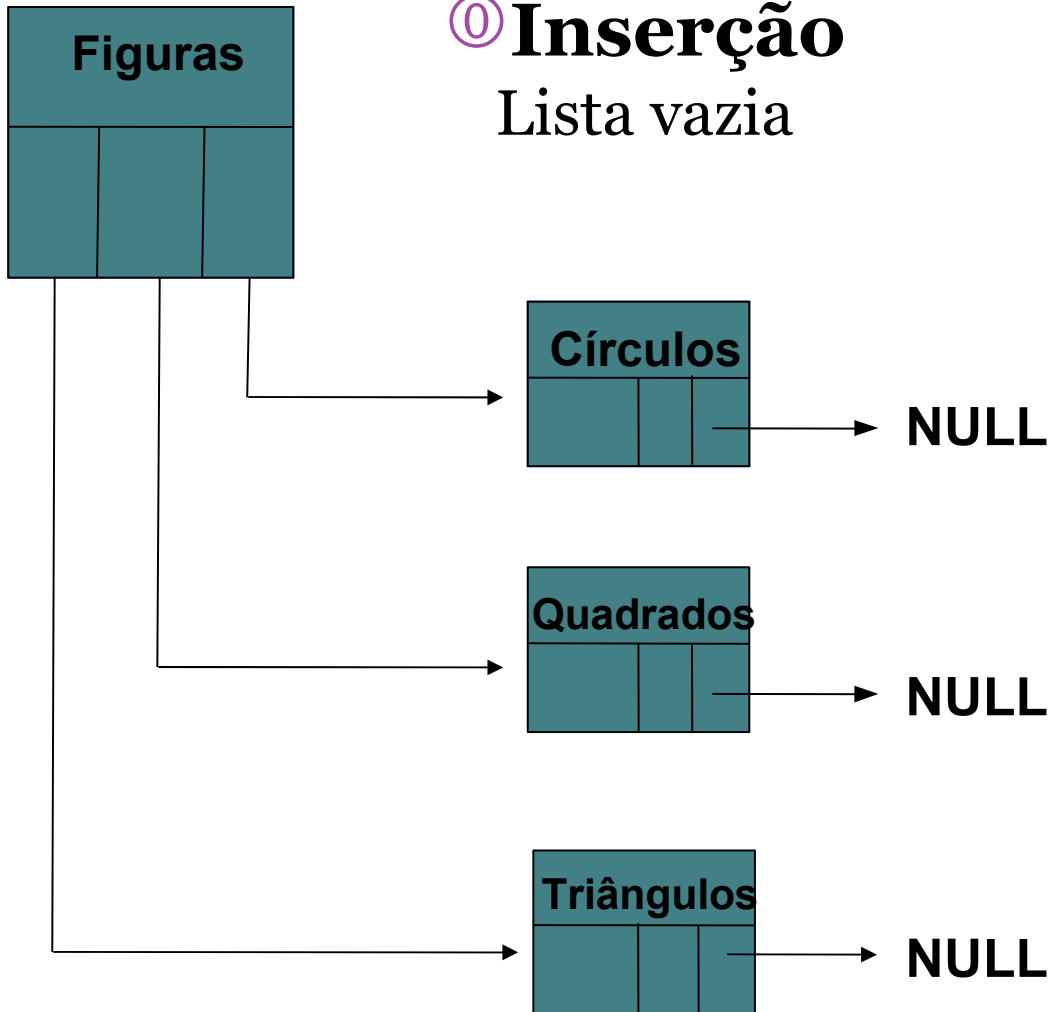
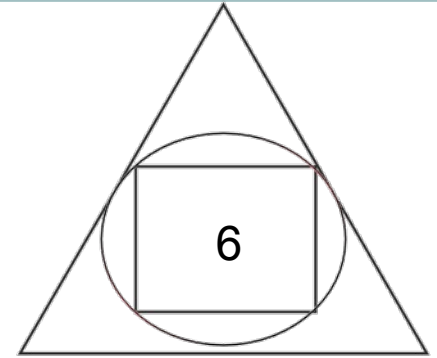
```
{  
    Área_Total(Figura *fig)  
  
    Retorna ( area_total do circ  +  
             area_total do quad  +  
             area_total do tri  ) }
```

Percorre as três cabeças das
Listas e soma as Áreas

Metodologia

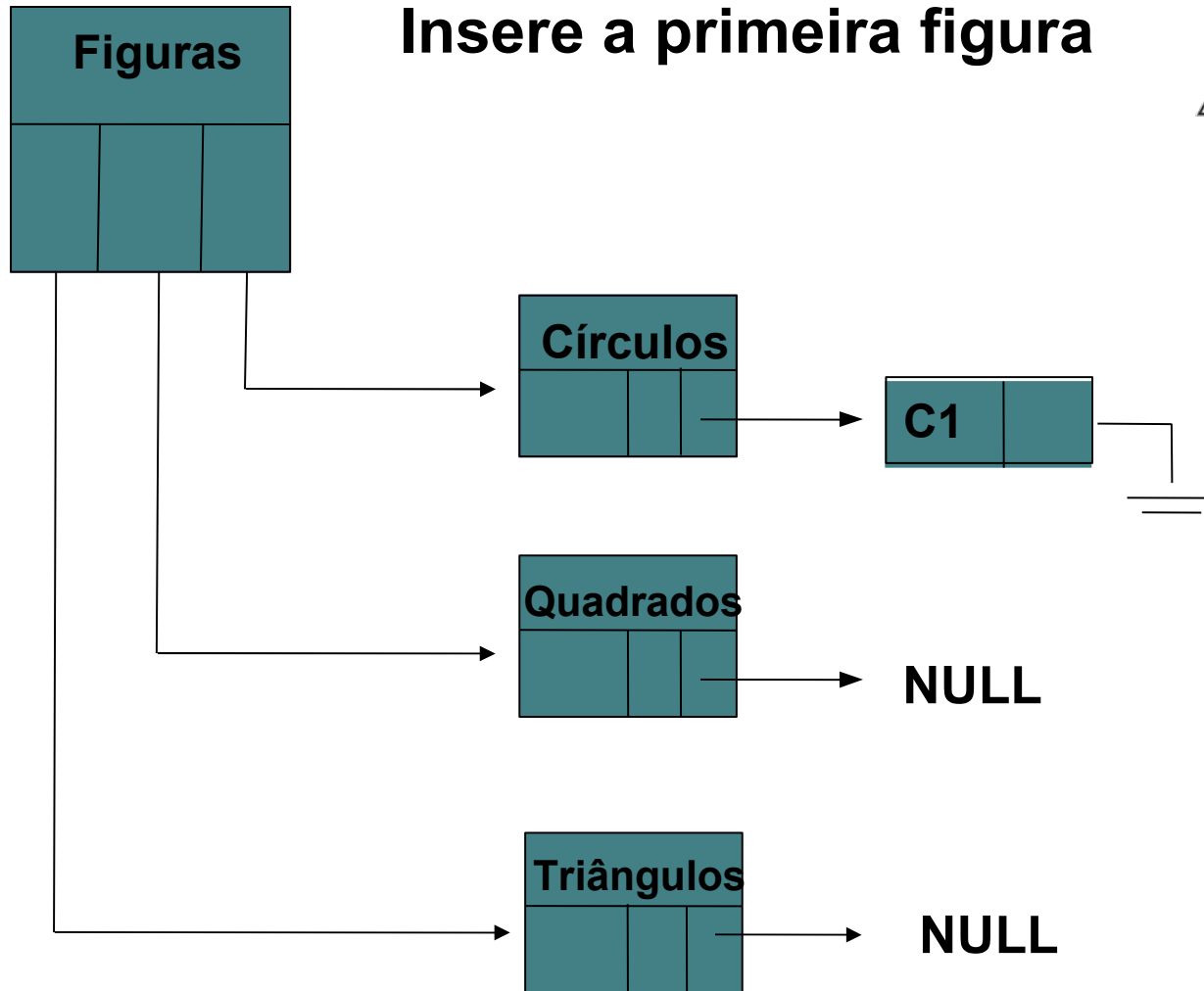
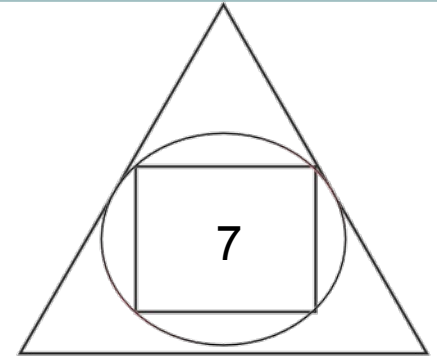
① Inserção

Lista vazia



Metodologia

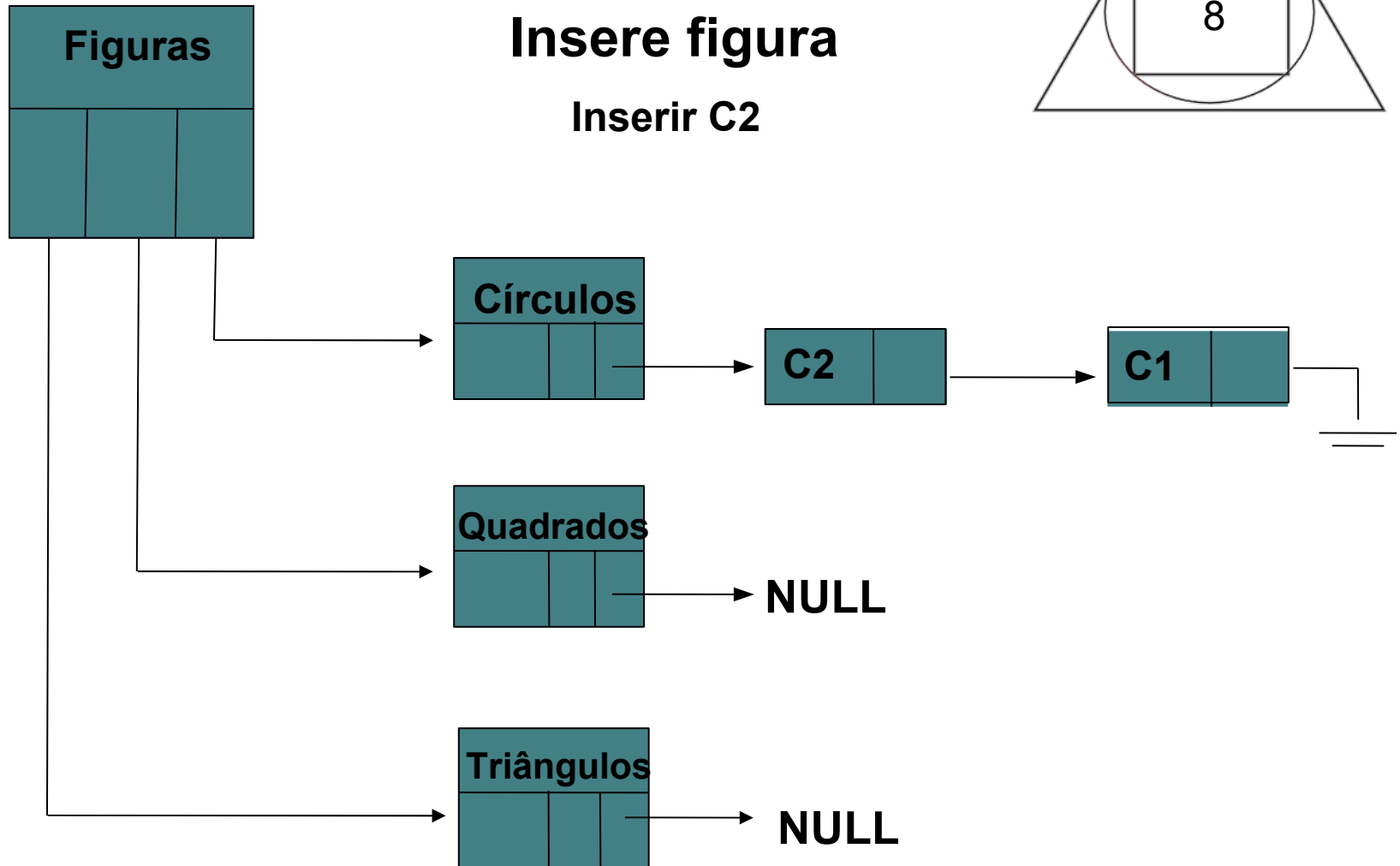
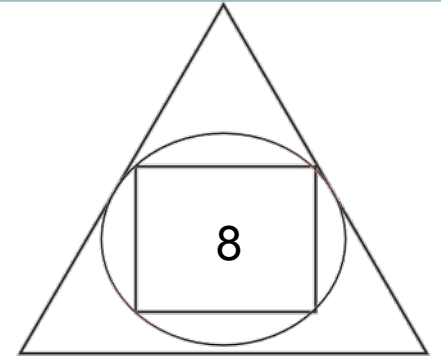
Insere a primeira figura



Metodologia

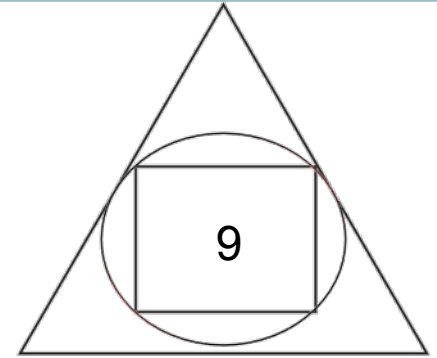
Inserir figura

Inserir C2

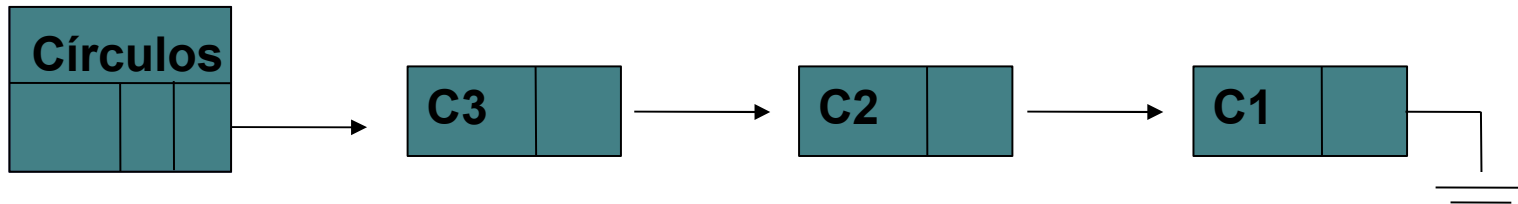


Metodologia

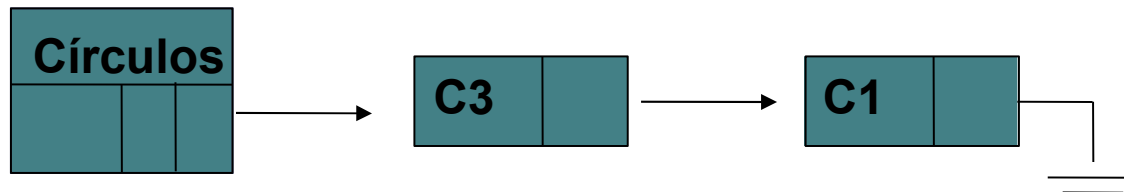
① Remoção
Remoção do C2



Antes

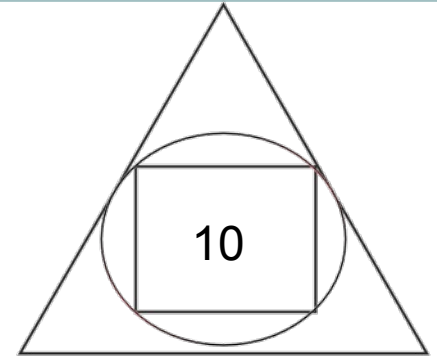


Depois



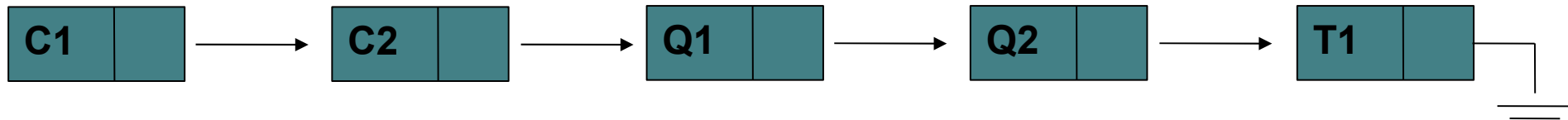
Metodologia

① Ordenação

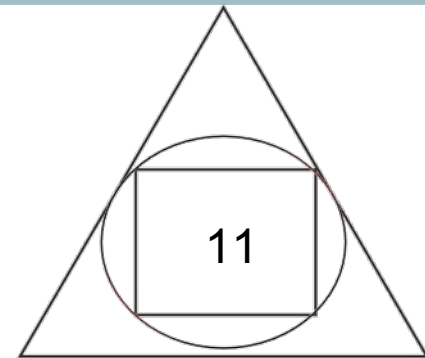


Lista de Termos Ordenada

Nome
Área



Conclusão



- A grande dificuldade encontrada foi achar uma boa estratégia para Ordenação.
- Dificuldade em adicionar novas figuras.
- Cada figura possui atributos específicos.