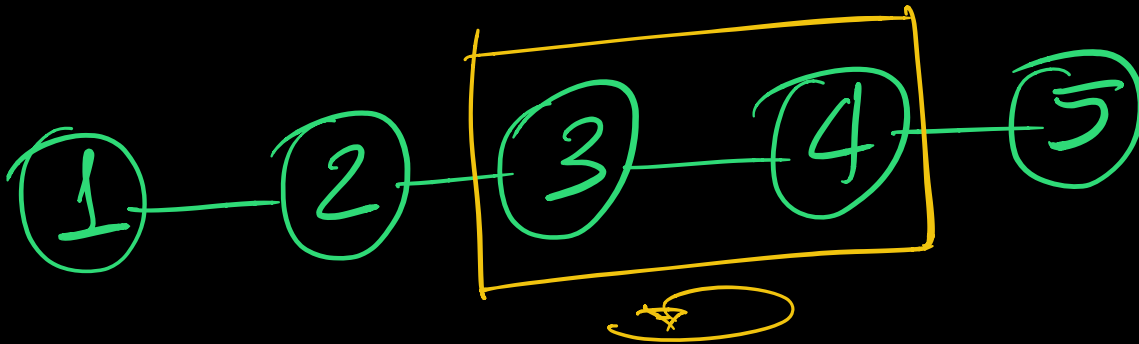
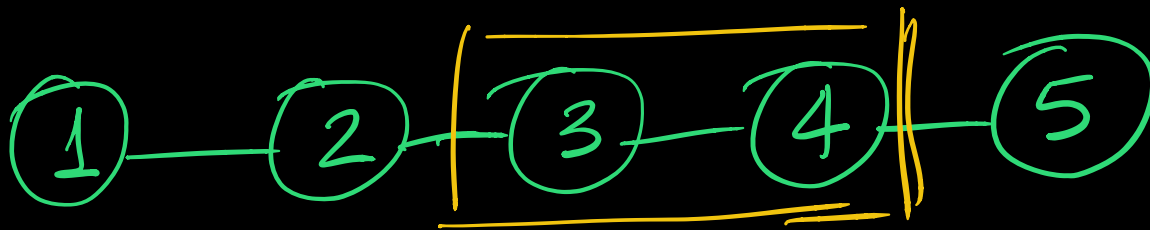


ALG



1.0

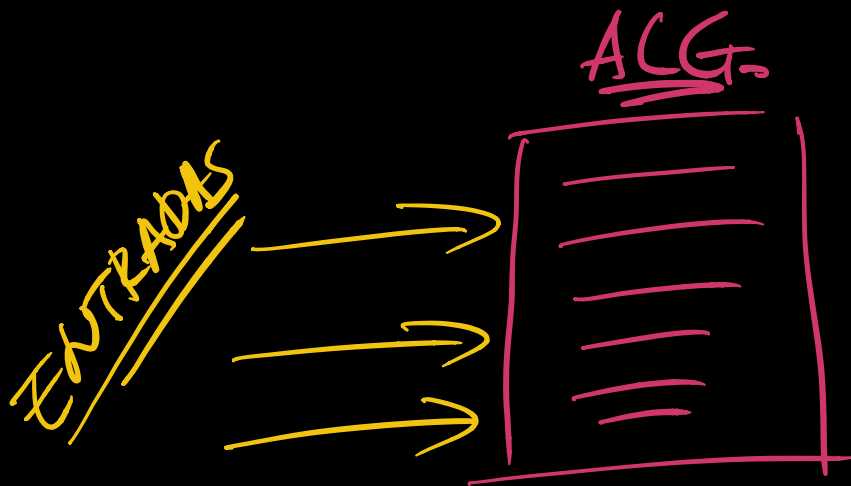
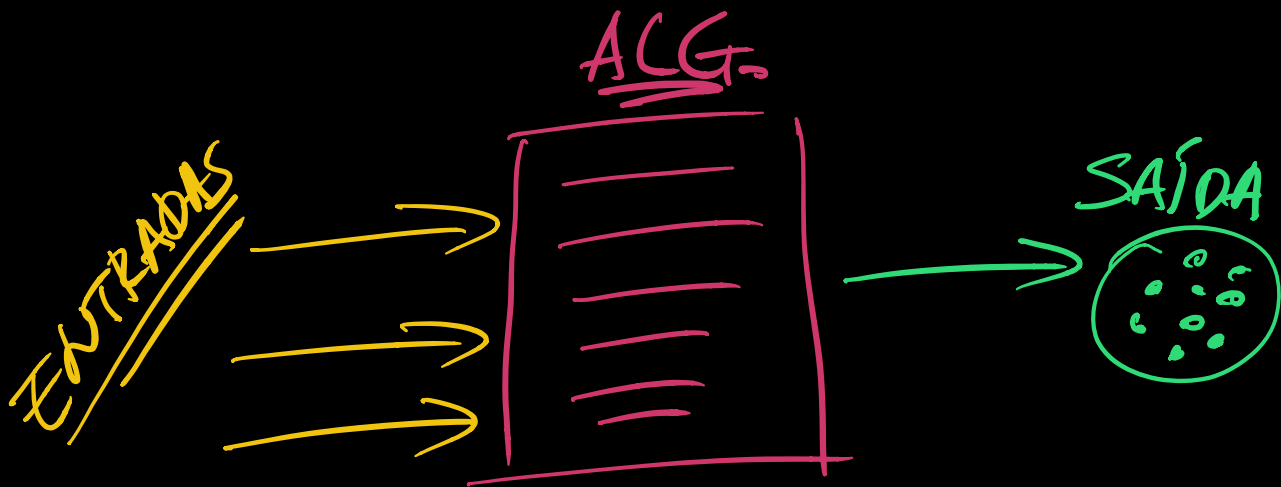
MEIA → SAPATO → CUECA → CALÇA → BLUSA
- DES

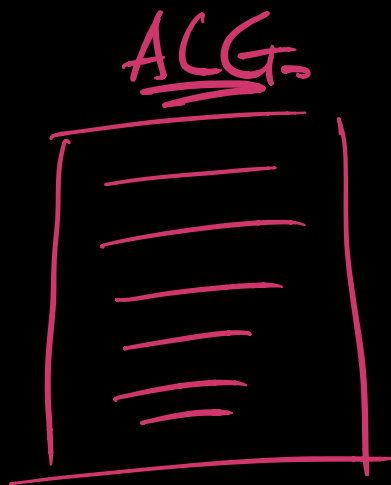
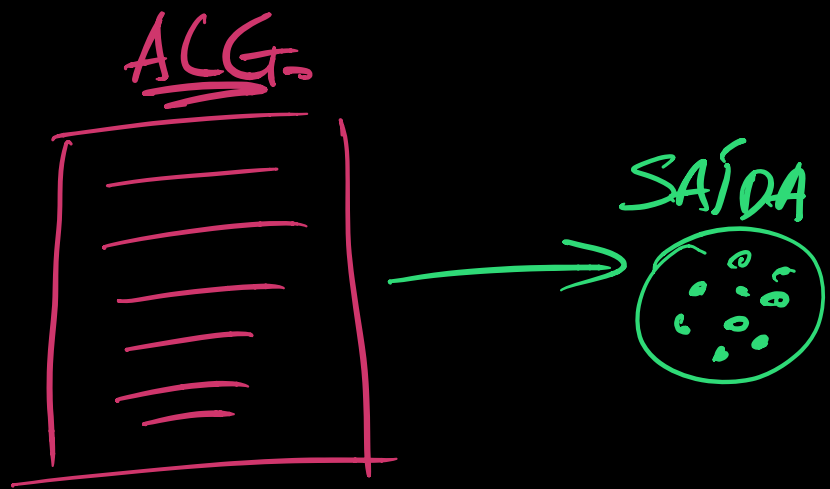
2.0

CALÇA → MEIA → SAPATO ⇒ CUECA → BLUSA
BUG!

3.0

CUECA → CALÇA → MEIA → SAPATO ⇒ BLUSA





ALG. vs LING

EST. DE DADOS

2

3.14

@

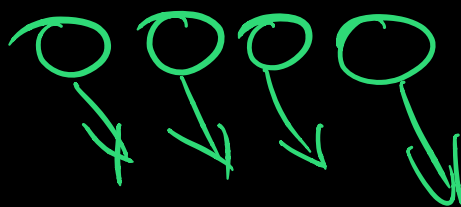
#

EST. DE DADOS \neq DADOS

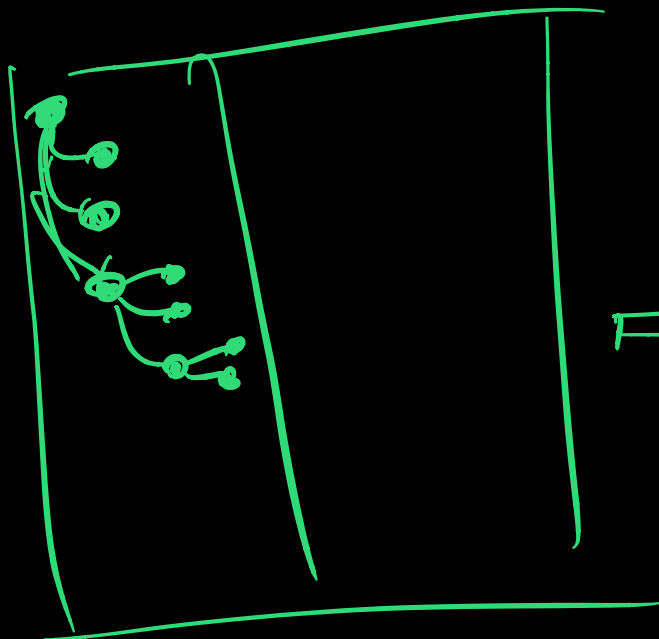
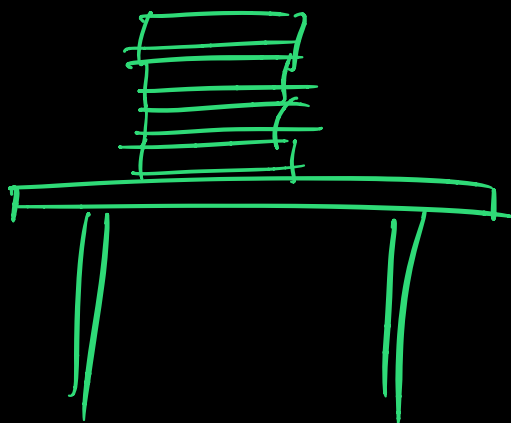
LISTA

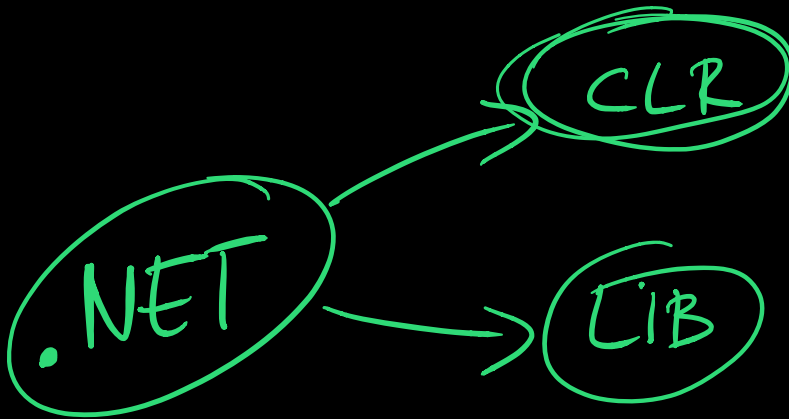
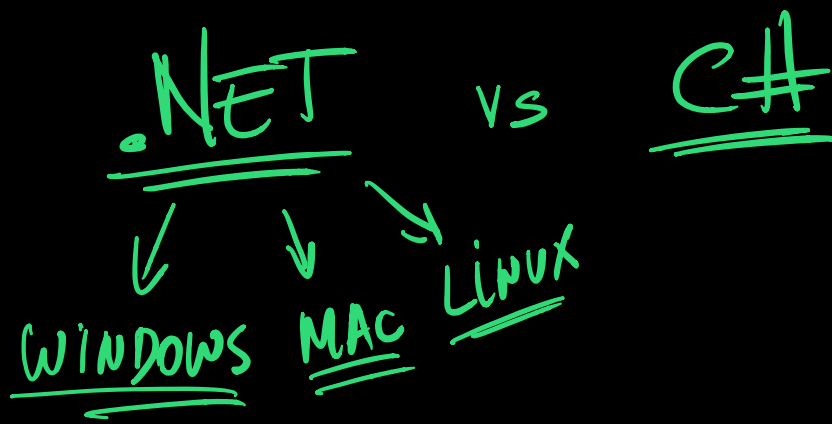
FILA

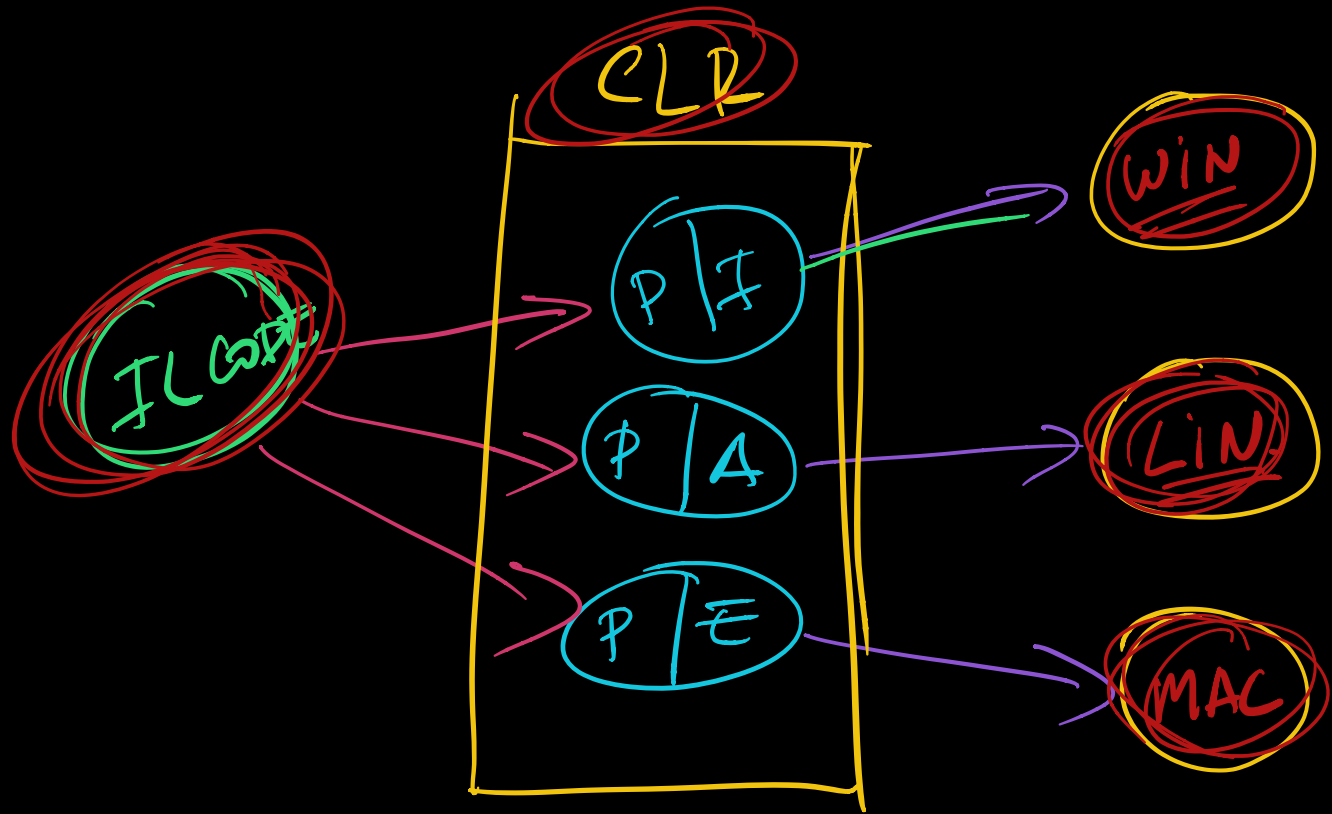
→ FIFO



LIFO



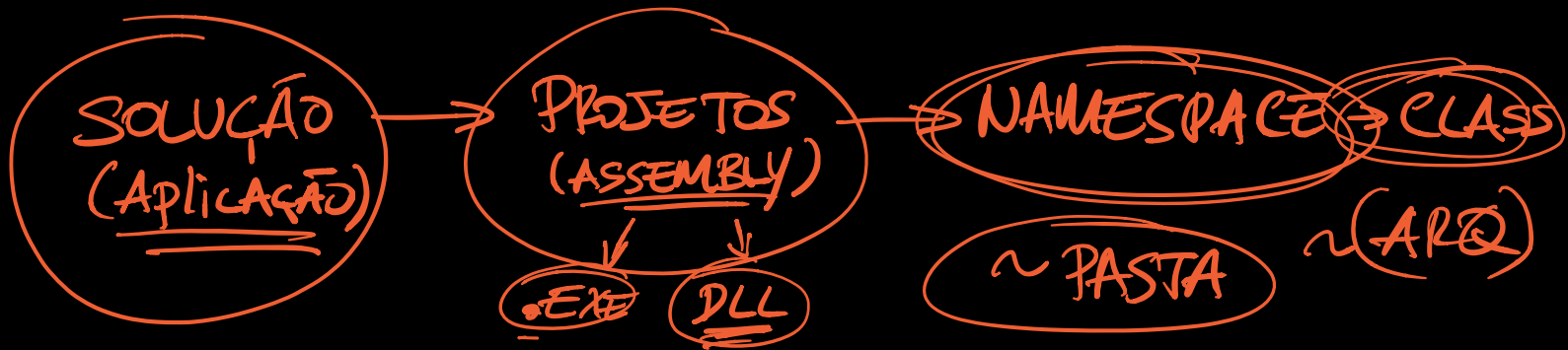




JIT

C++ → NATIVE

ARQ. DE SOLUÇÃO .NET



Op. LÓGICOS

TER

V

&&

QUÍ

V

SÁB

V

OPERADORES LÓGICOS

CENÁRIO TV 50 (AND) &&

<u>TER</u>		<u>QUÍ</u>		<u>SÁB</u>
V	E	V	→	V
V	E	F	→	F
F	E	V	→	F
F	E	F	→	F

CENÁRIO SORVETE (OR) ||

<u>TER</u>		<u>QUÍ</u>		<u>SÁB</u>
V	OU	V	→	V
V	OU	F	→	V
F	OU	V	→	V
F	OU	F	→	F

CENÁRIO TV 32 (XOR) ^

TER		QUI		SÁB
V	XOR	V	→	F
V	XOR	F	→	V
F	XOR	V	→	V
F	XOR	F	→	F

E
TV 50

TEIL

DU
SORUETE

QUI

XOR
TV 32

TV 50
(AND)

TV 32
(XOR)

SORUETE
(OR)

AND → &&

TER

QUI

SAB

V

E

V

→

V

F

E

V

→

F