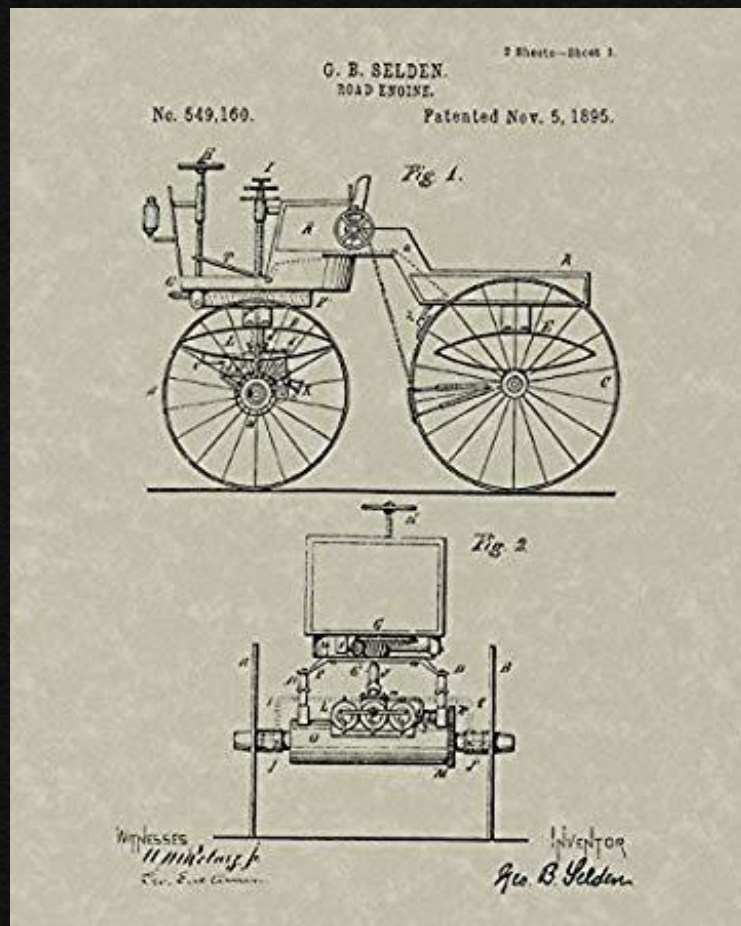
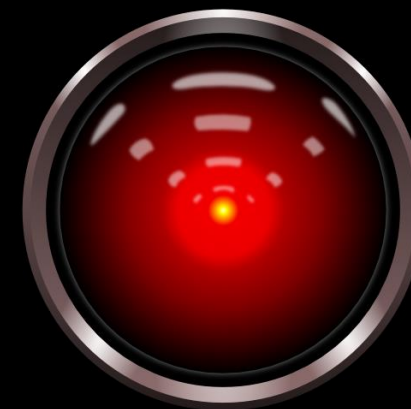


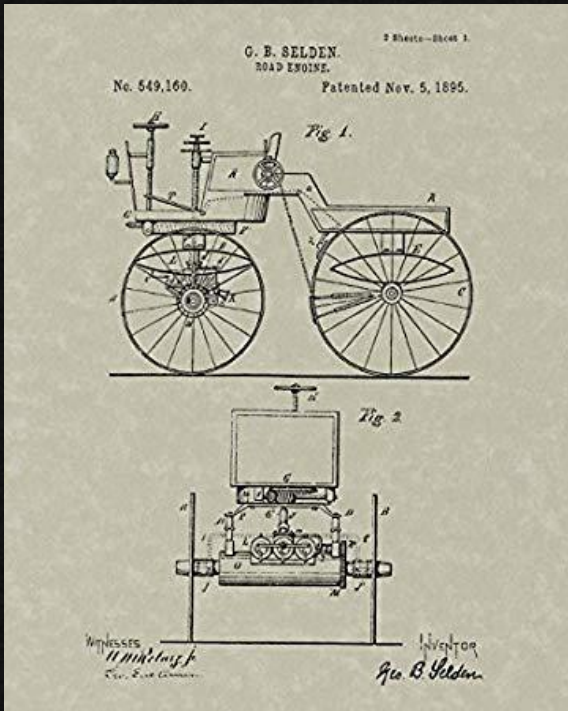
Exercício POO



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1) Criar a classe modelo



Carro

ano : int
cor : String

ligar() : void
desligar() : void
acelerar() : void

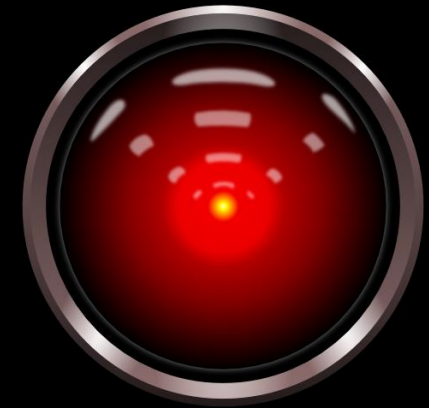
Tipo
Classe

atributos
variáveis

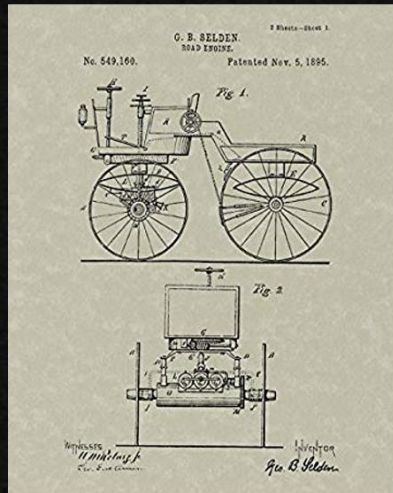
ações
métodos



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2) Criar dois objetos(carros)



Carro

ano : int
cor : String

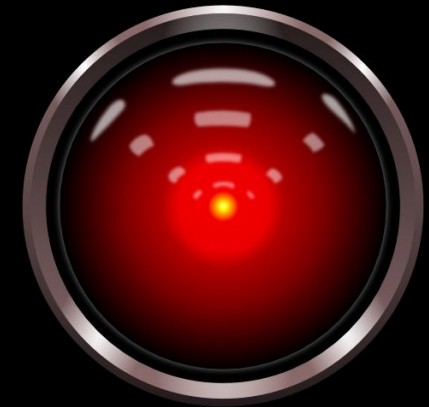
ligar() : void
desligar() : void
acelerar() : void

new

new



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3) Adicionar um construtor que gere aleatoriamente um número de chassi e criar mais dois objetos (carros).

Carro
ano : int cor : String
ligar() : void desligar() : void acelerar() : void
<<create>> Carro()

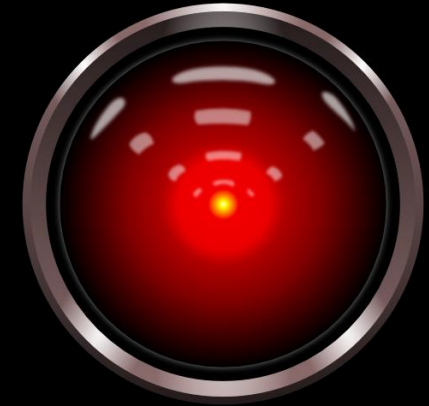
new



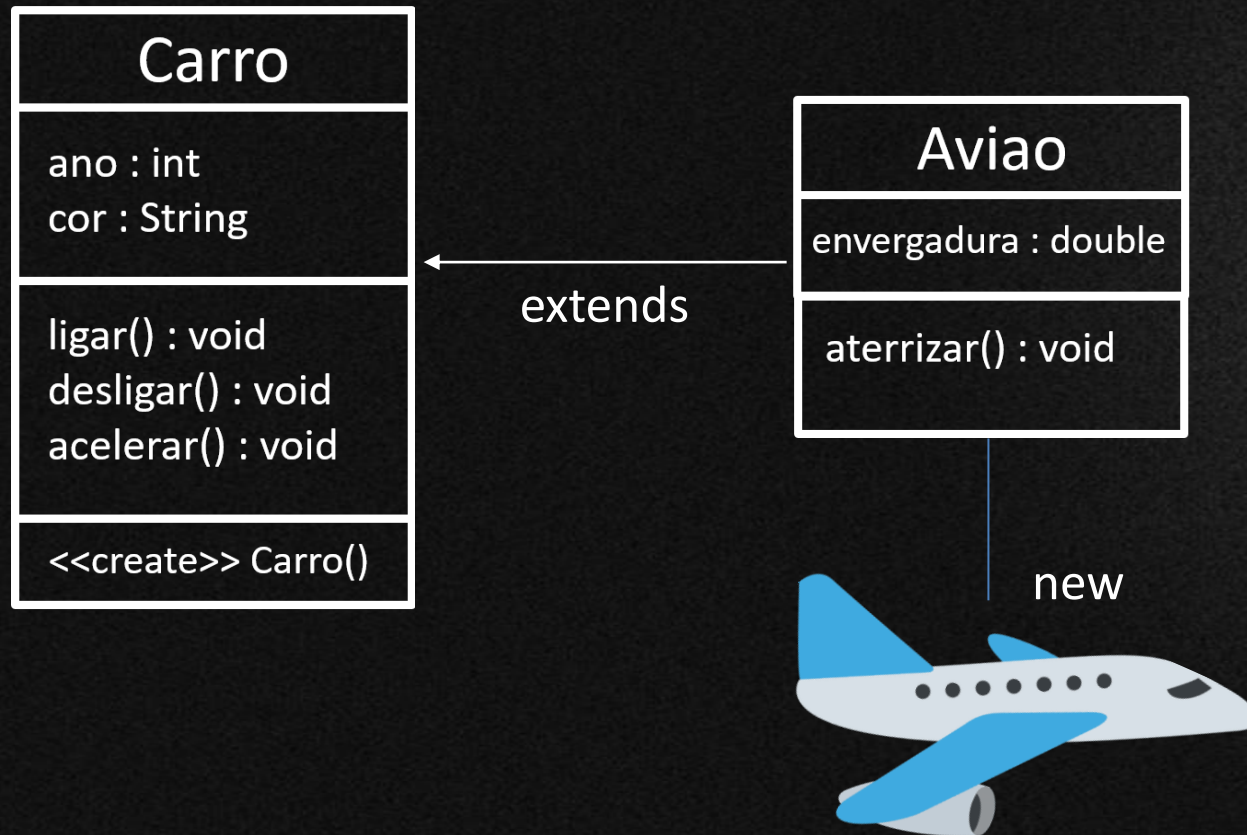
new



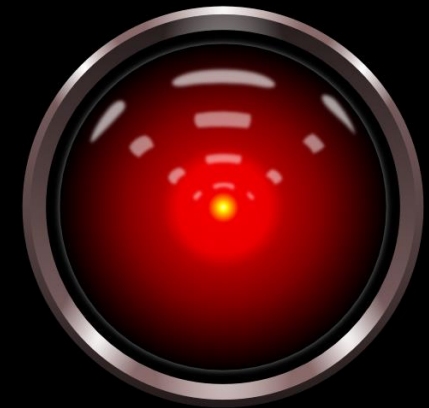
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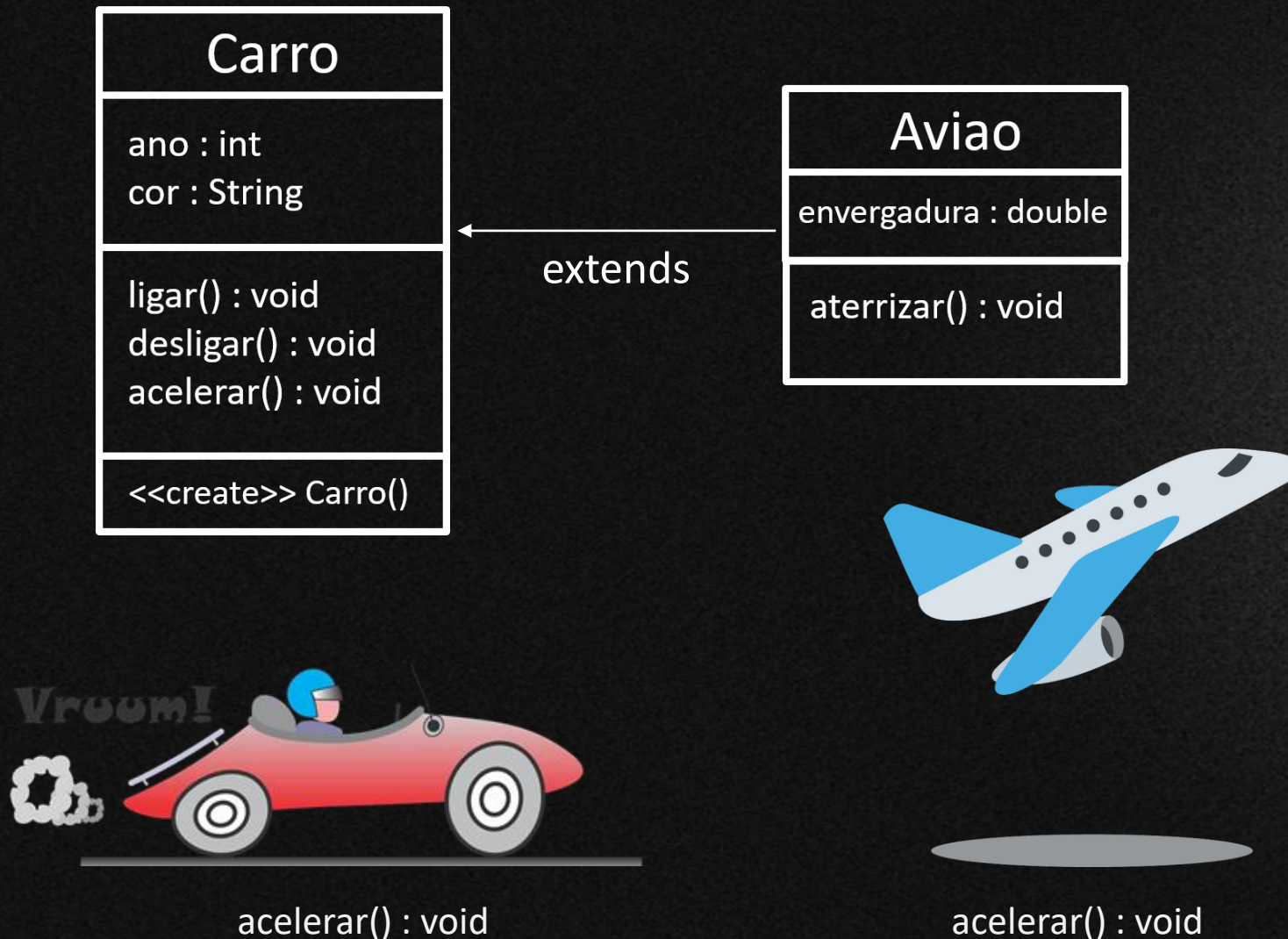
4) Criar uma nova classe modelo, estendendo a classe Carro(herança). Criar um novo objeto (avião).



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5) Modificar o método acelerar() na classe Aviao(polimorfismo).



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