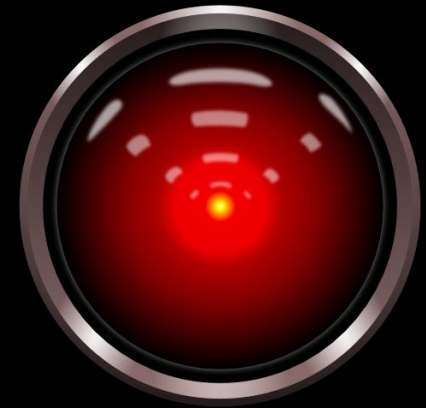


POO



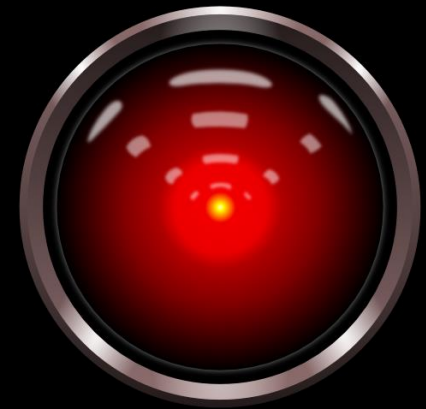
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José de Assis



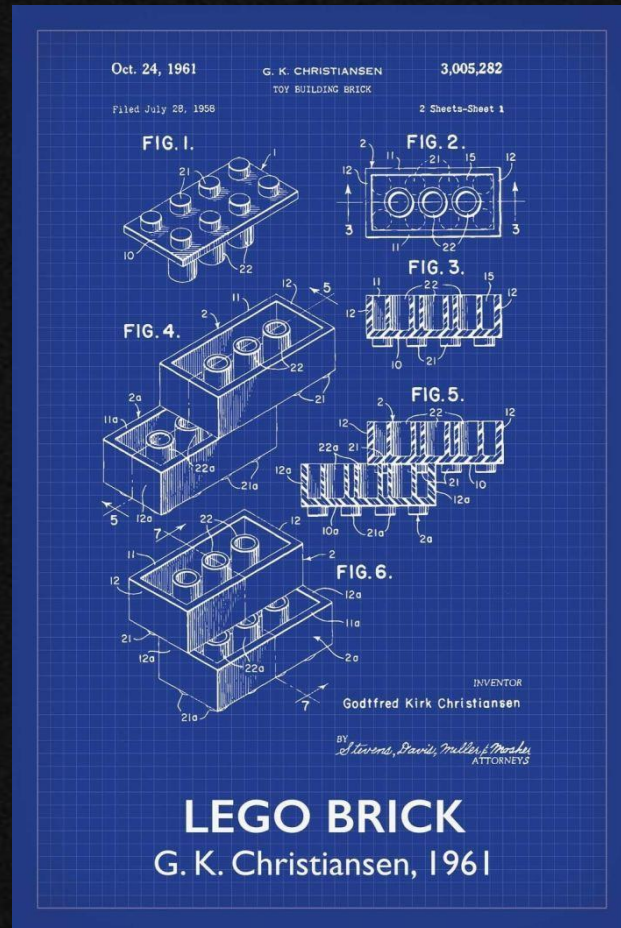
Abstração



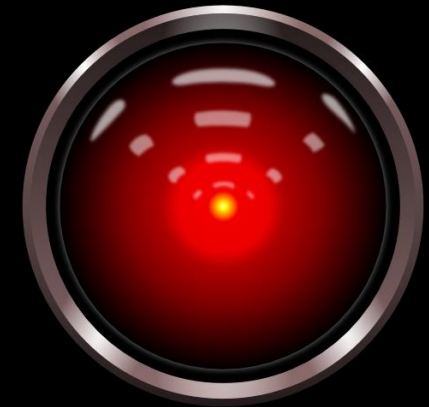
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José de Assis



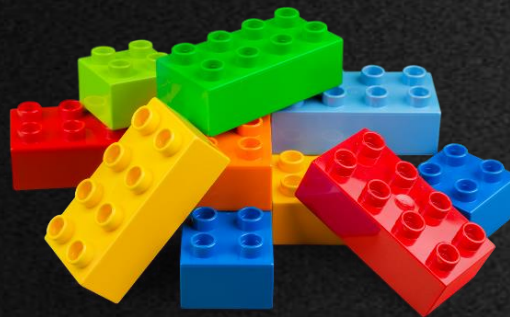
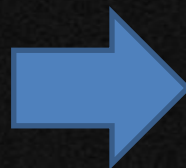
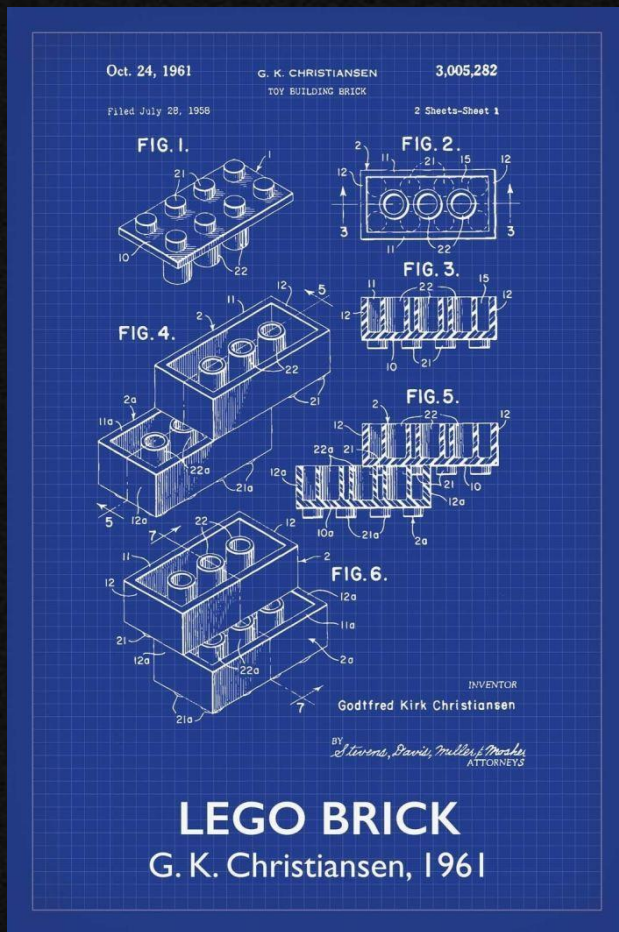
Classe Modelo



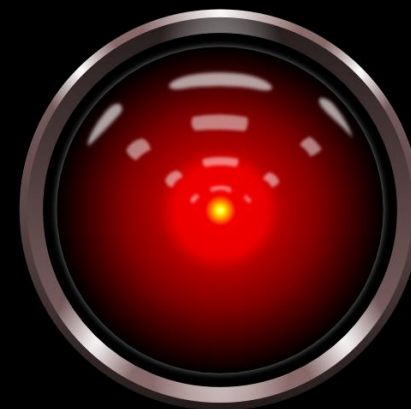
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Objetos



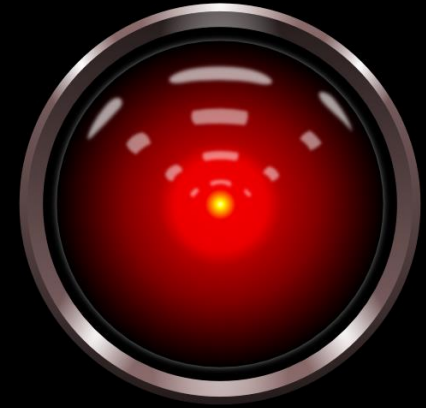
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Exemplo prático



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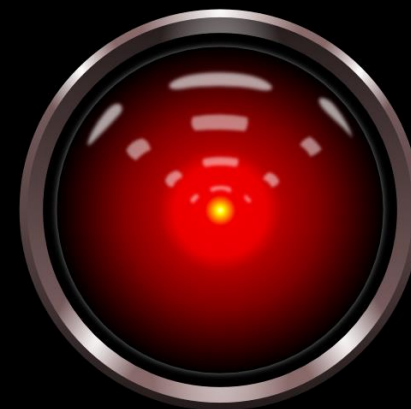
Tipo
Classe

atributos
variáveis

ações
métodos



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Bloco

resistencia : int
textura : String

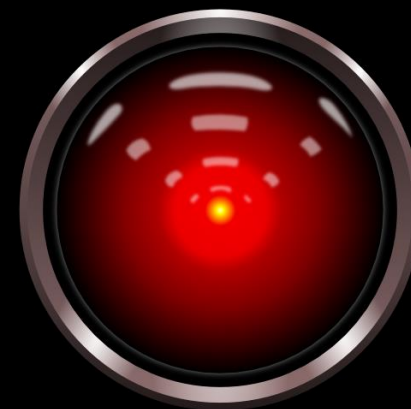
construir() : void
minerar() : void
craftar() : void

new

new



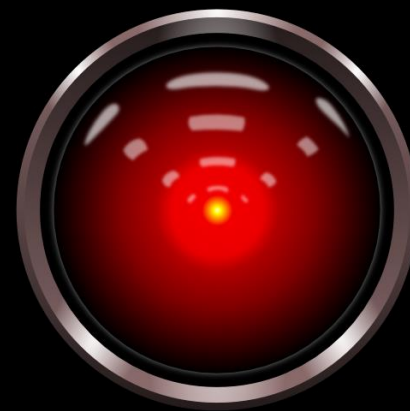
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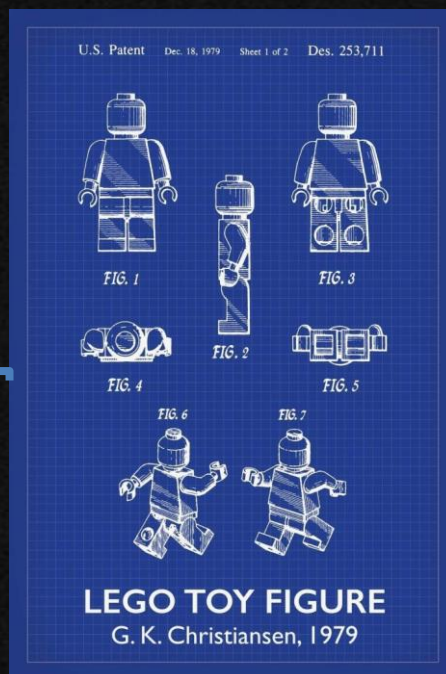
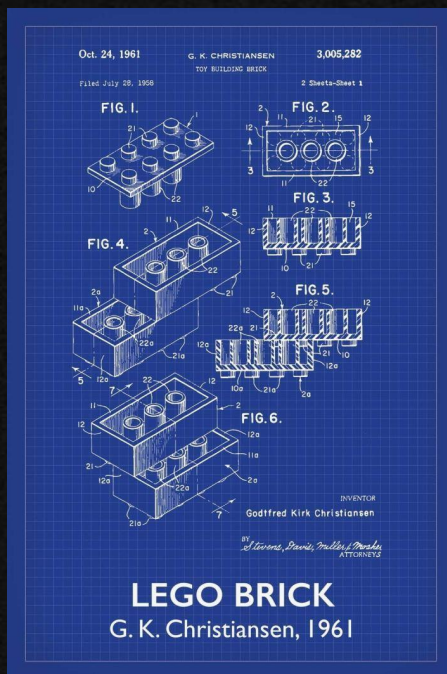


Herança

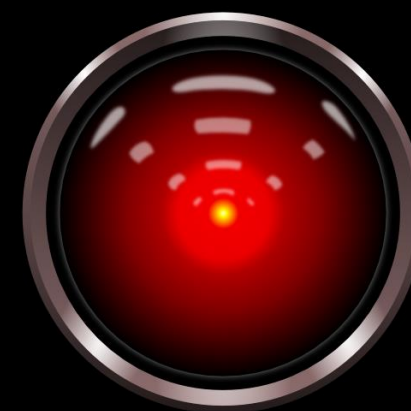


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Bloco

resistencia : int
textura : String

construir() : void
minerar() : void
craftar() : void

Enxada

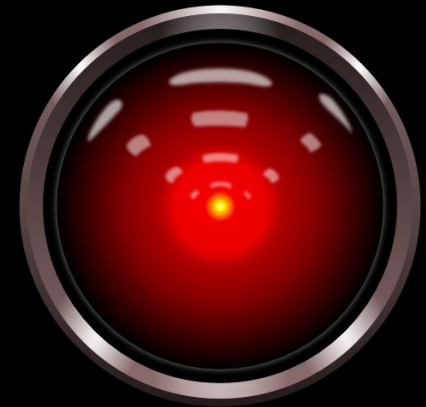
conquista : boolean

arar() : void

new



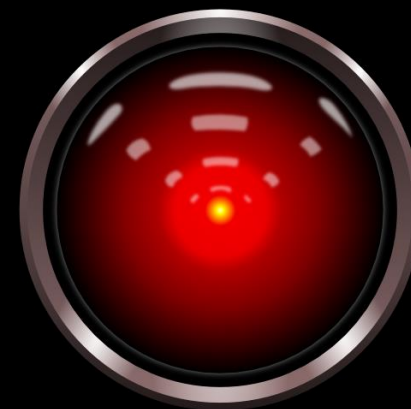
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Polimorfismo



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José de Assis



Bloco

resistencia : int
textura : String

construir() : void
minerar() : void
craftar() : void

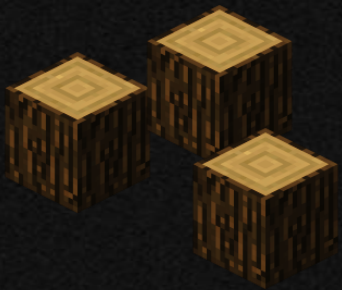
Enxada

conquista : boolean

arar() : void



minerar()



— —
Recursos

minerar()



))
Dano



Professor
José de Assis

