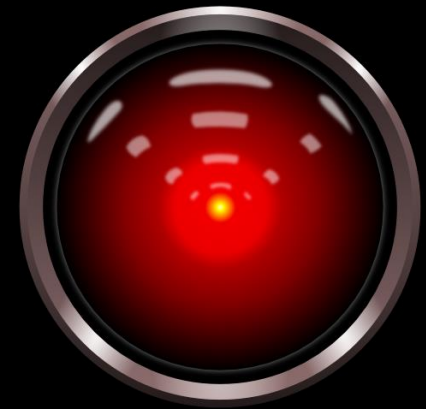


POO



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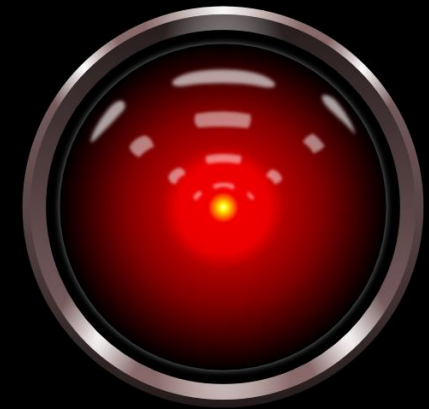


Pilares

- Abstração
- Herança
- Polimorfismo
- Encapsulamento



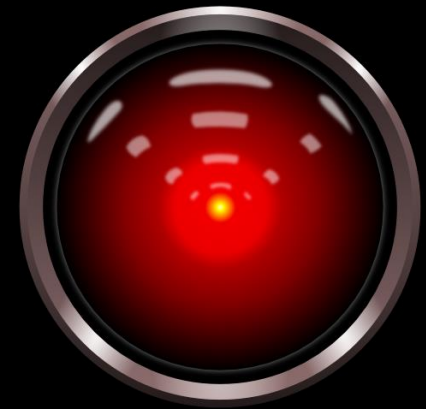
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José de Assis



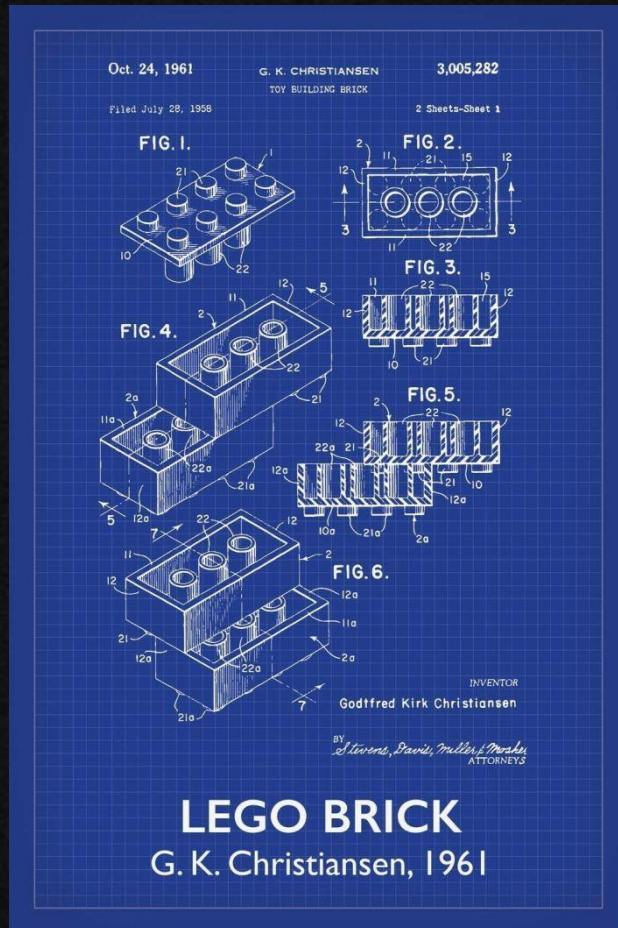
Abstração



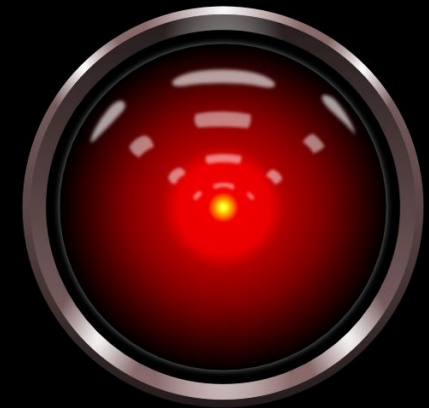
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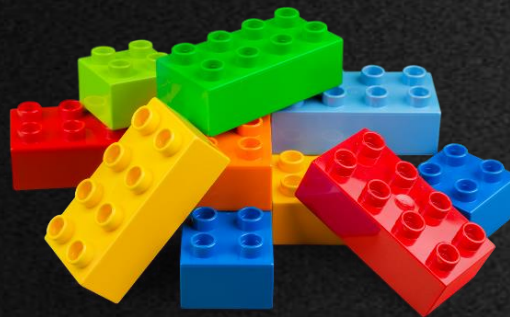
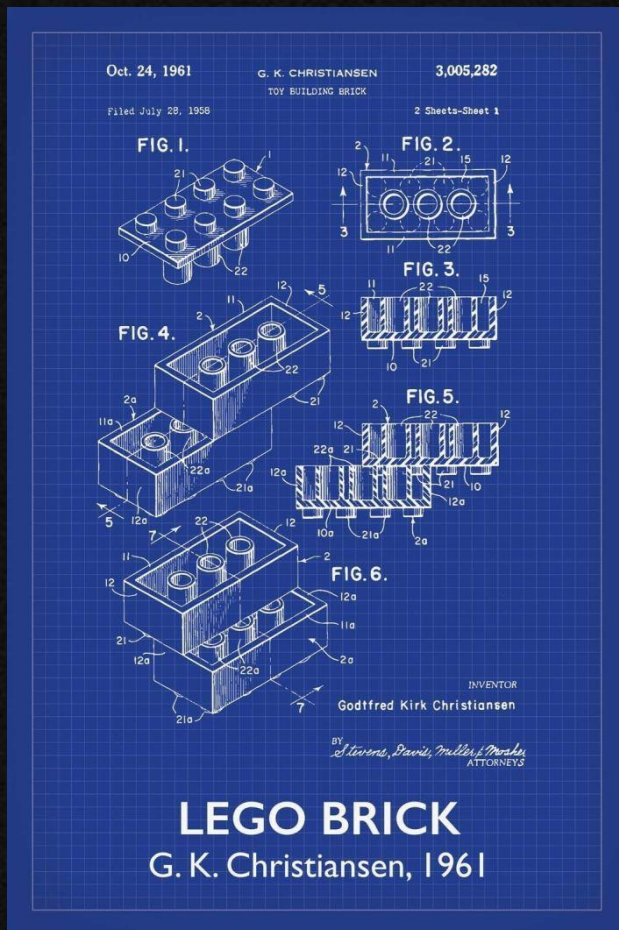
Classe Modelo



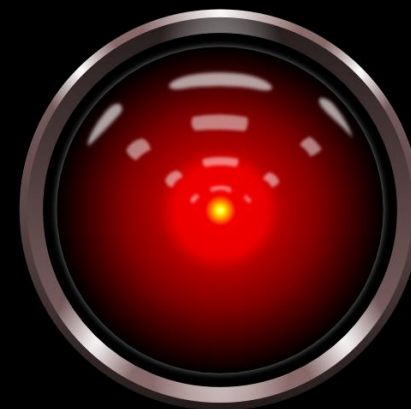
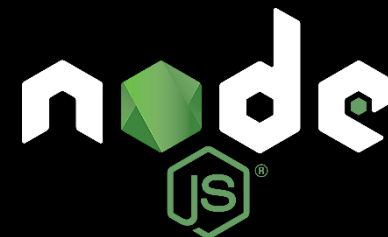
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Objetos



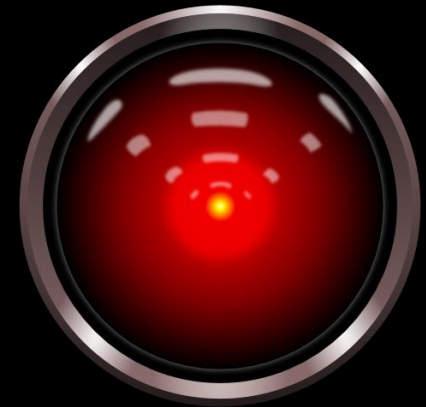
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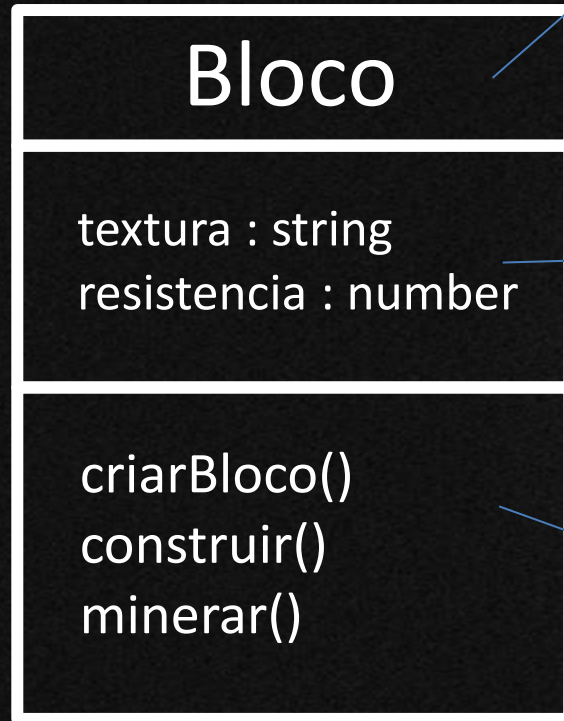
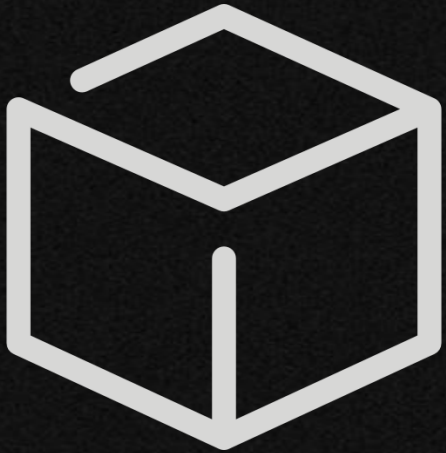


Exemplo prático



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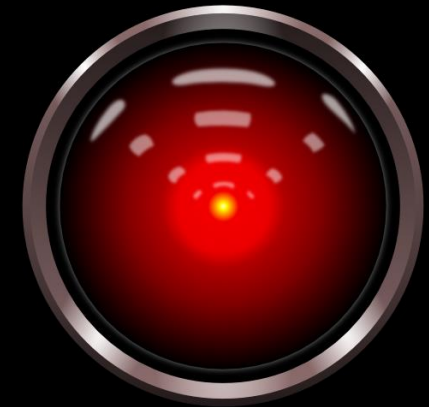
Tipo
Classe

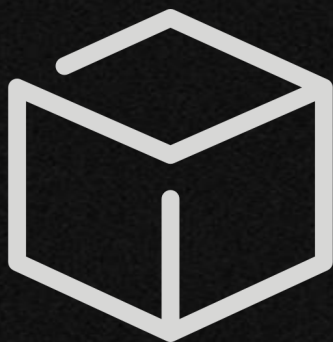
atributos
variáveis

ações
métodos



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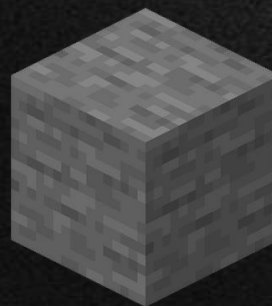
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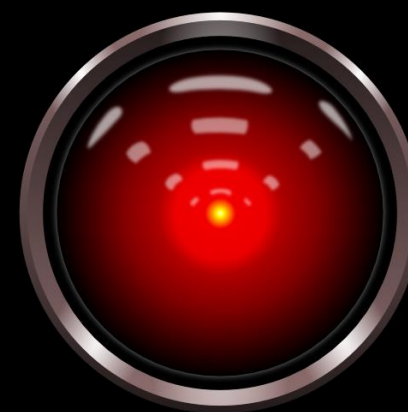
new



new



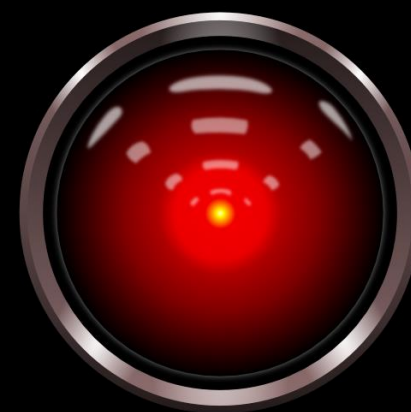
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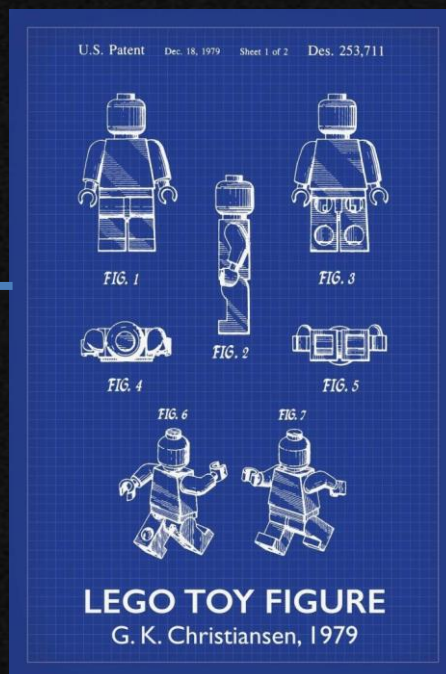
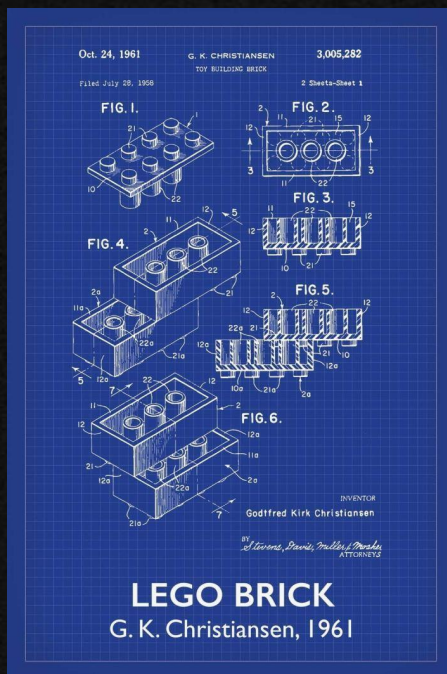


Herança

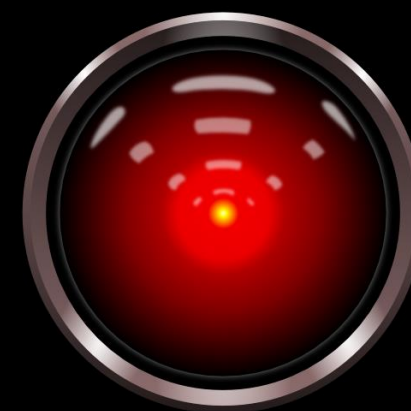


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Bloco

textura : string
resistencia : number

criarBloco()
construir()
minerar()

Enxada

conquista : boolean

criarEnxada()
arar()

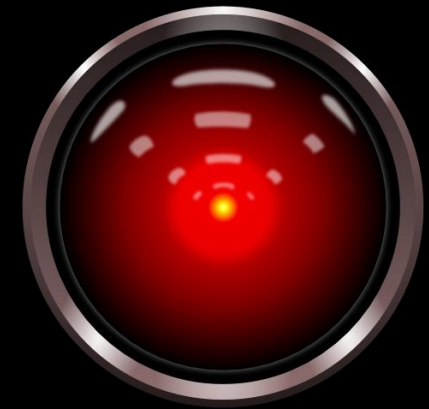
new

new

new



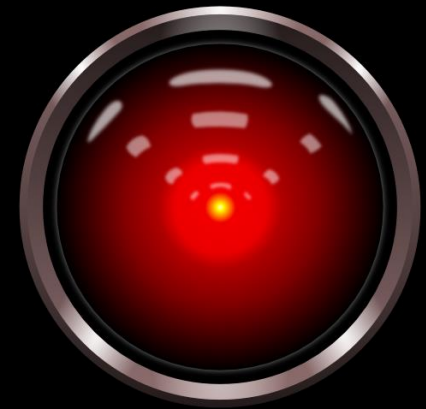
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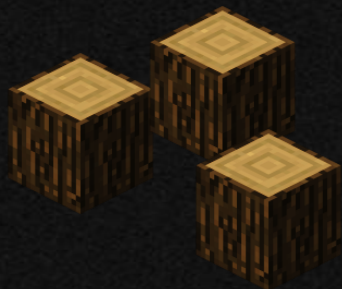
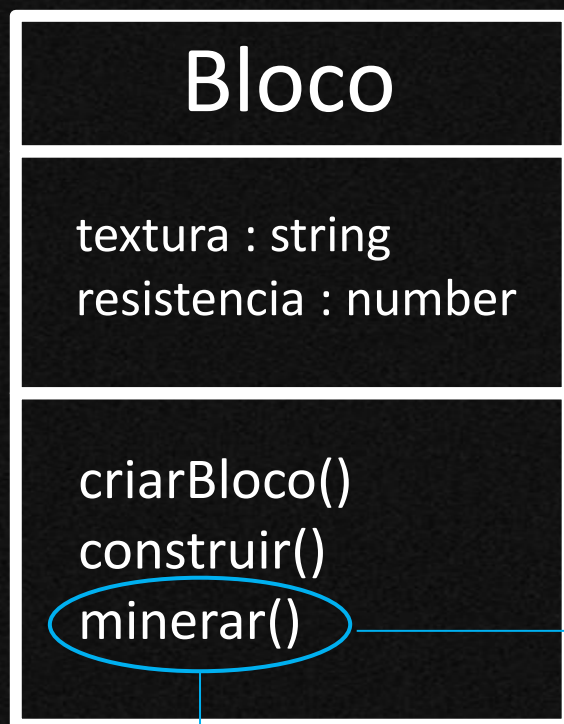


Polimorfismo



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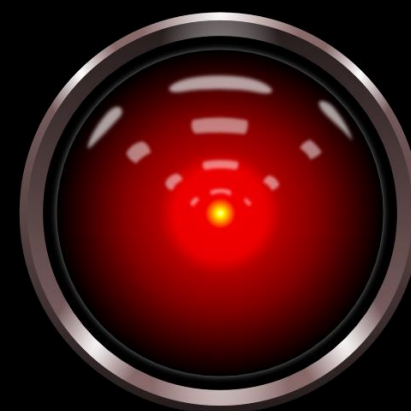
— —
Recursos



))
Dano



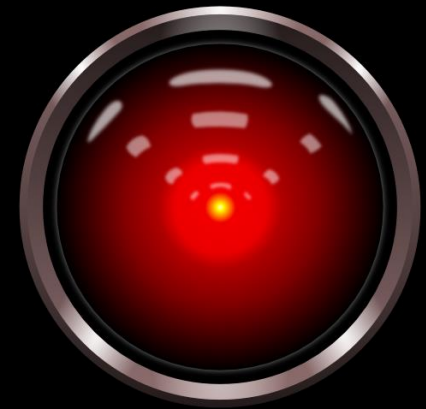
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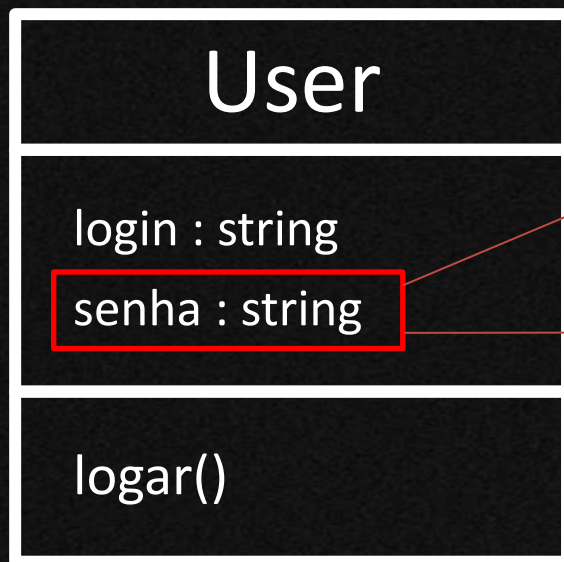


Encapsulamento



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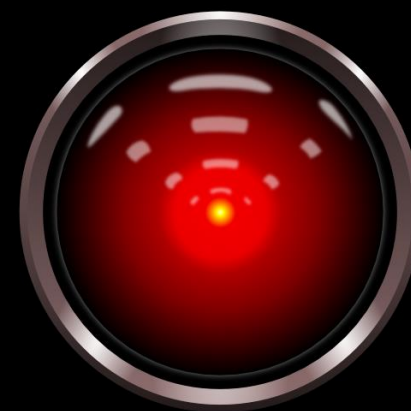
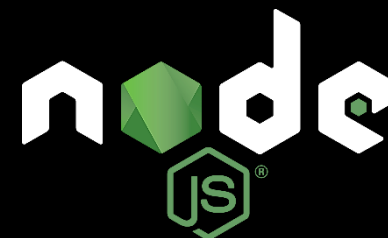
getSenha

setSenha

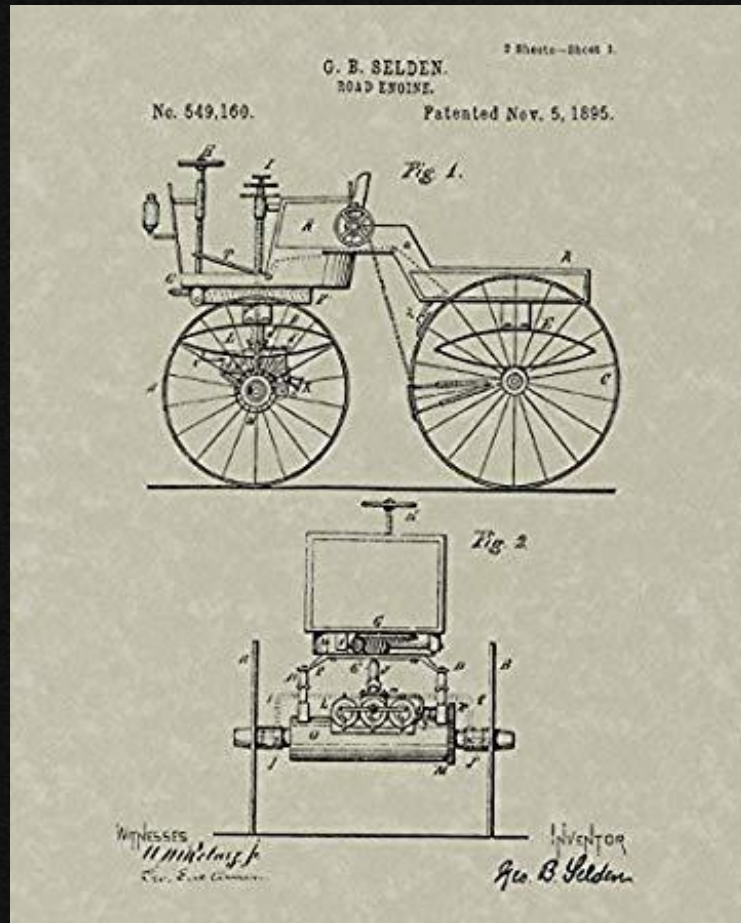
new



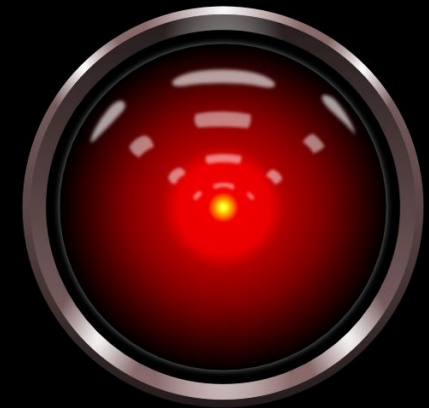
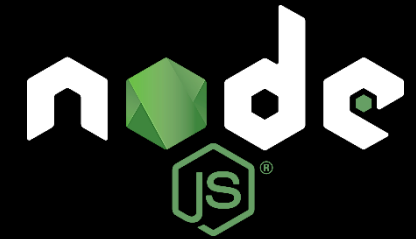
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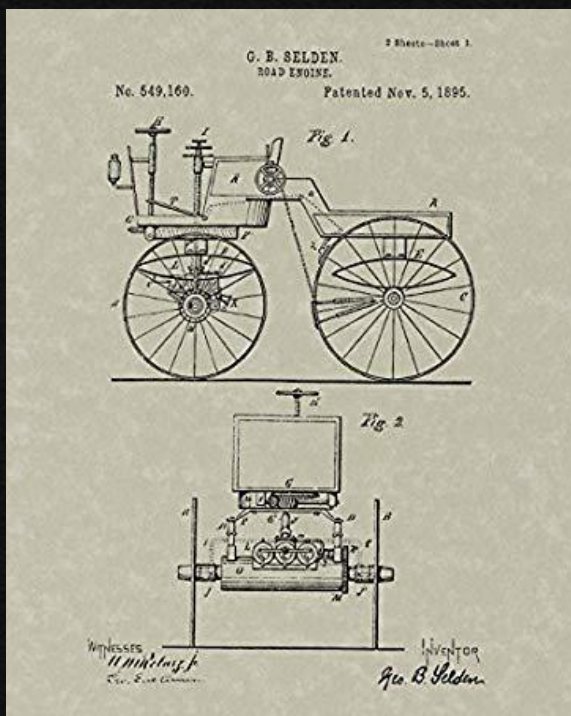
P00 – Desafio



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1) Criar a classe modelo



Carro

ano : number
cor : string

criarCarro()
ligar()
desligar()
acelerar()

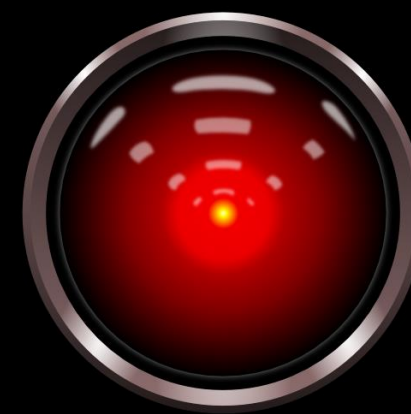
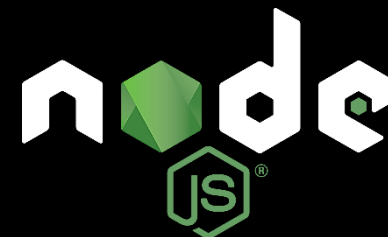
Tipo
Classe

atributos
variáveis

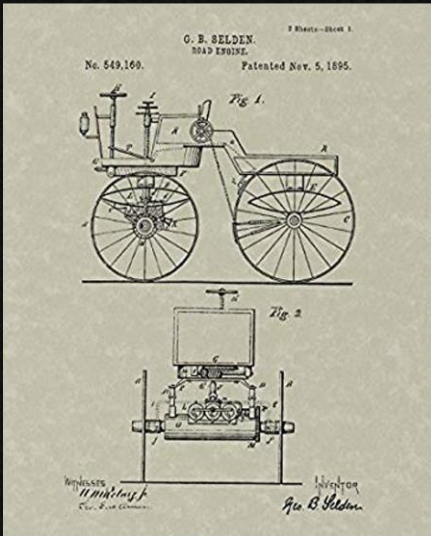
ações
métodos



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2) Criar dois objetos(carros)



Carro

ano : number

cor : string

criarCarro()

ligar()

desligar()

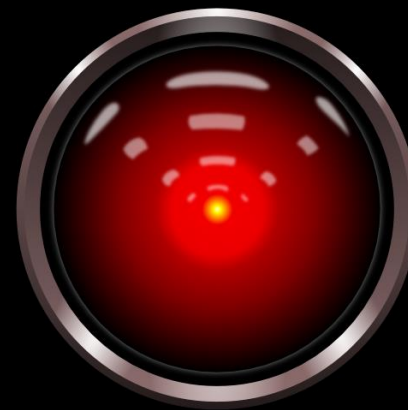
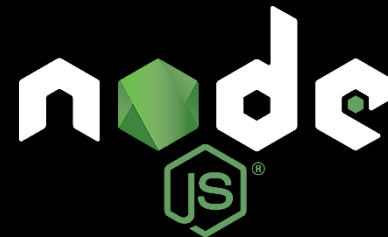
acelerar()

new

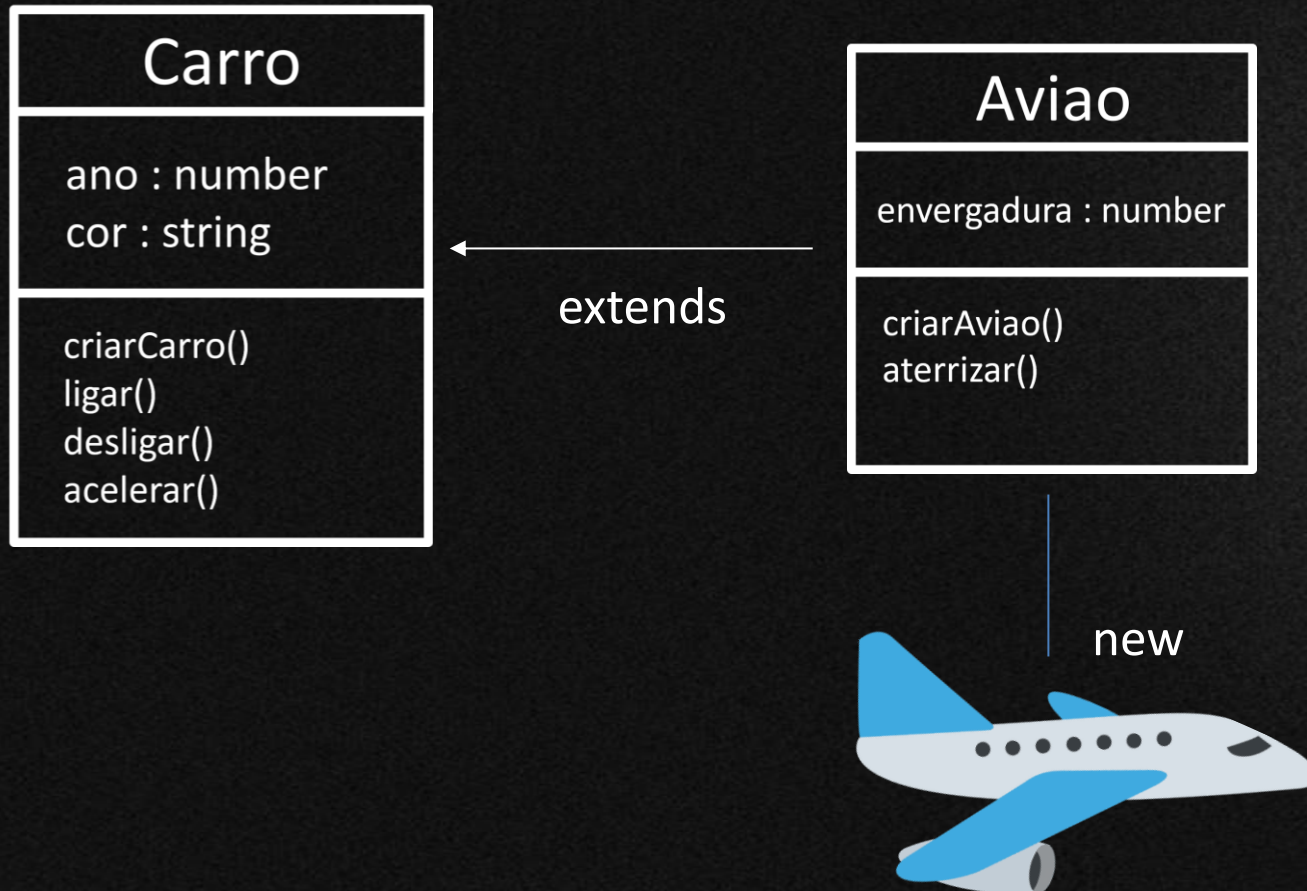
new



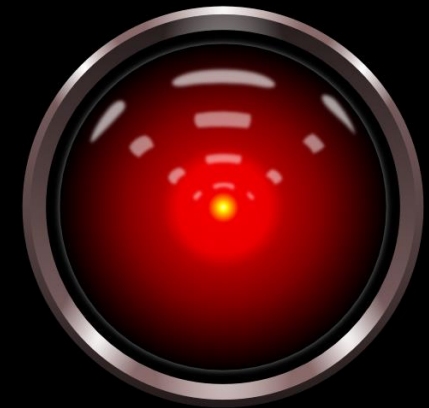
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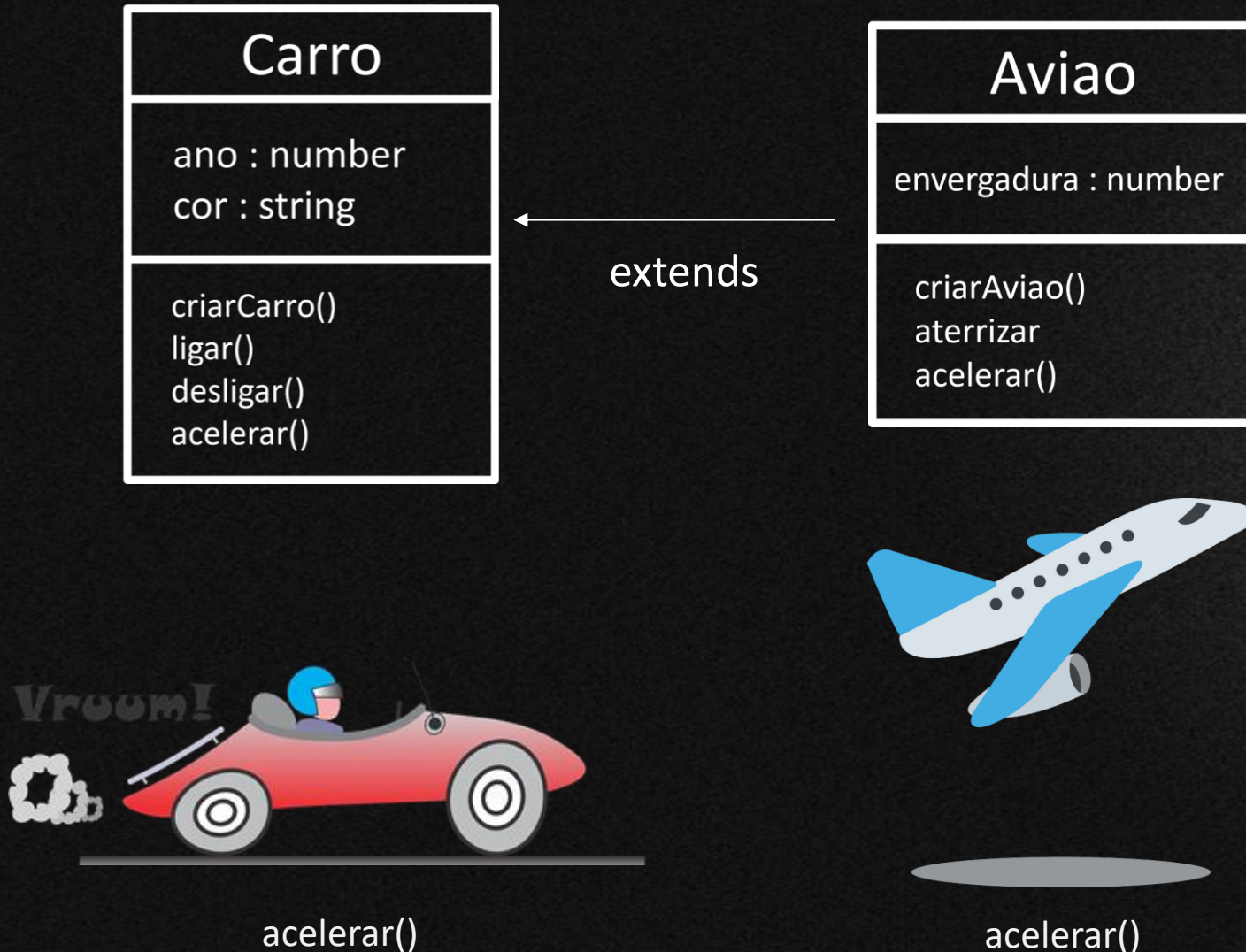
3) Criar uma nova classe modelo, estendendo a classe Carro (herança). Criar um novo objeto (avião).



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



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