

# Java Orientado a Objeto

## Introdução à linguagem Java

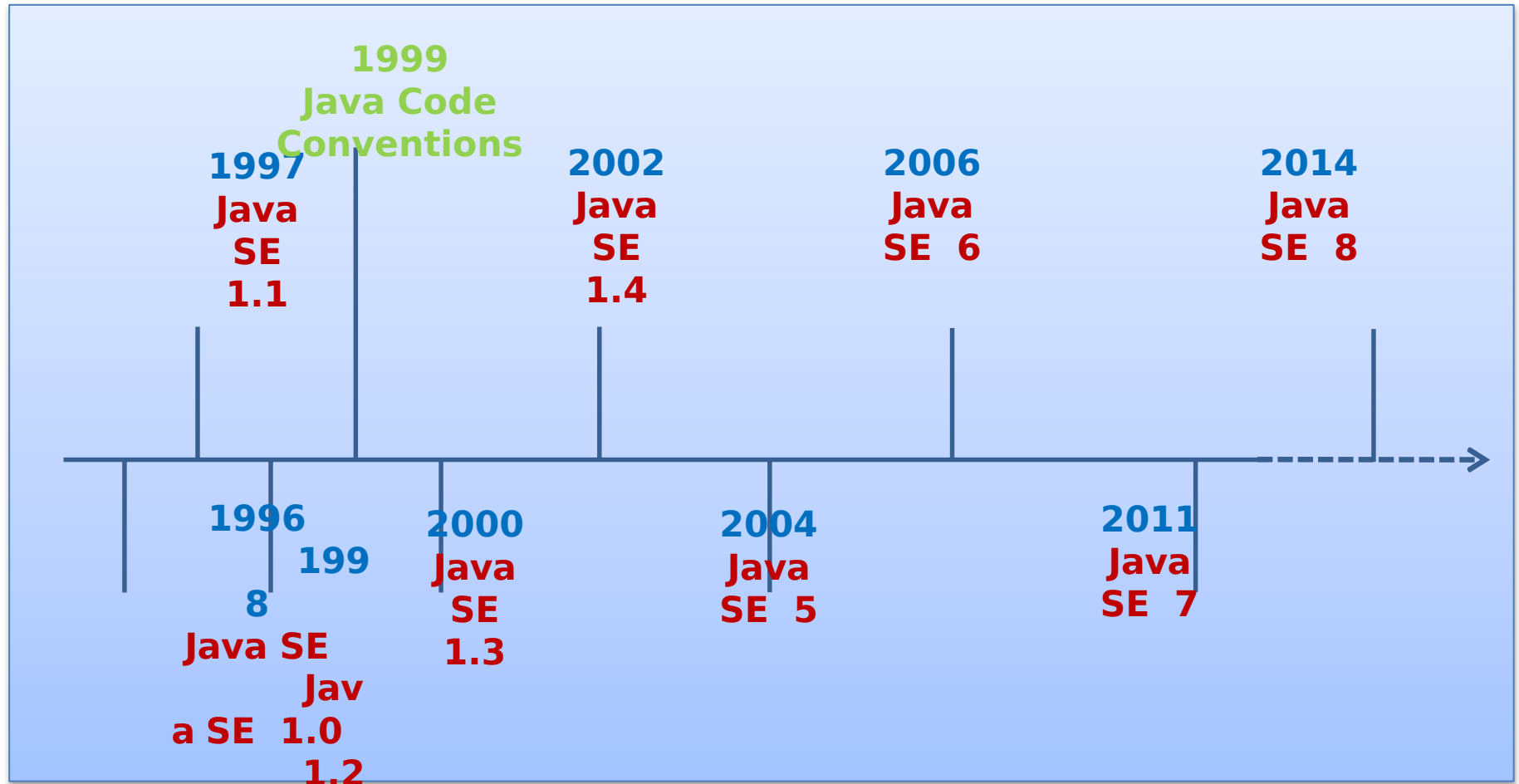




**O que é Java?**



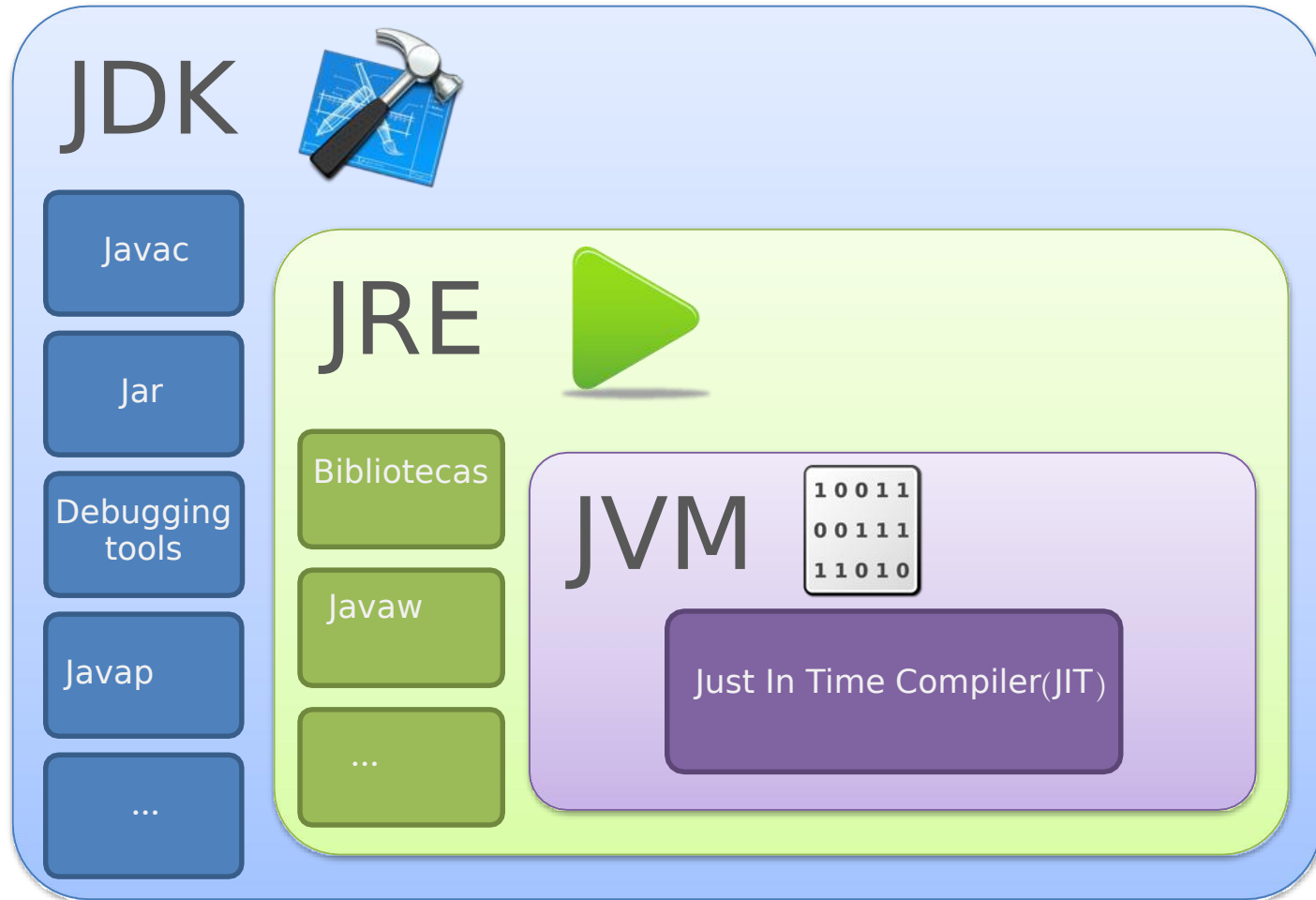
# Um pouco da História



# Onde encontro Java?



# Plataforma Java



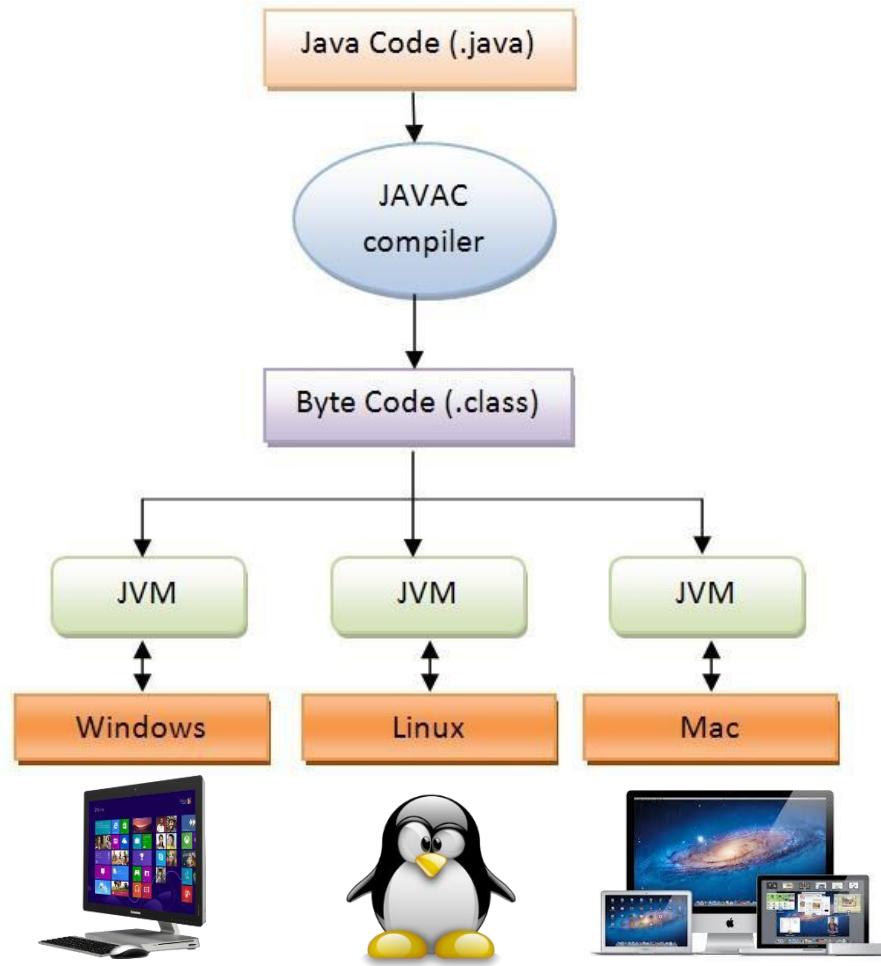
# Garbage Collection (Coletor de lixo)



# Divisão da Plataforma



# Fases do Programa Java





# Aplicações mais comuns em Java



→ Applets

→ Servlets

→ JSP

→ JSF

→ EJB

→ JPA

# O método main()



Visível a  
todos

Não é  
instanciado

Nome do  
método

Array- Estrutura de  
dados que  
armazena  
os

Nome da  
Array

```
public static void main(String[] args) {}
```

Não retorna  
nada

Tipo de  
argumento

Corpo do  
método



*Baby Steps*



# Java Orientado a Objetos

## Identificadores, palavras-chave e tipo



A word cloud containing various Java keywords and identifiers. The words are arranged in a dense, overlapping cluster. The colors of the words include shades of blue, green, purple, and yellow. The words are of varying sizes, with some being larger than others. The words include: case, break, byte, abstract, boolean, catch, assert, double, const, float, native, return, static, throw, throws, try, volatile, void, transient, synchronized, throwstrictfp, switch, package, private, public, new, super, int, long, enum, final, finally, instanceof, implements, goto, null, protected, interface, extends, import, char, default, continue, class, else, and instanceof.

case  
break  
byte  
abstract  
boolean  
catch  
assert  
double  
const  
float  
native  
return  
static  
throw  
throws  
try  
volatile  
void  
transient  
synchronized  
throwstrictfp  
switch  
package  
private  
public  
new  
super  
int  
long  
enum  
final  
finally  
instanceof  
implements  
goto  
null  
protected  
interface  
extends  
import  
char  
default  
continue  
class  
else

# JavaDoc

```
/**  
 * Exemplo básico de um comentário em JavaDoc  
 * Com mais de uma linha.  
 */
```

@author

@link

@deprecated

@param

@return

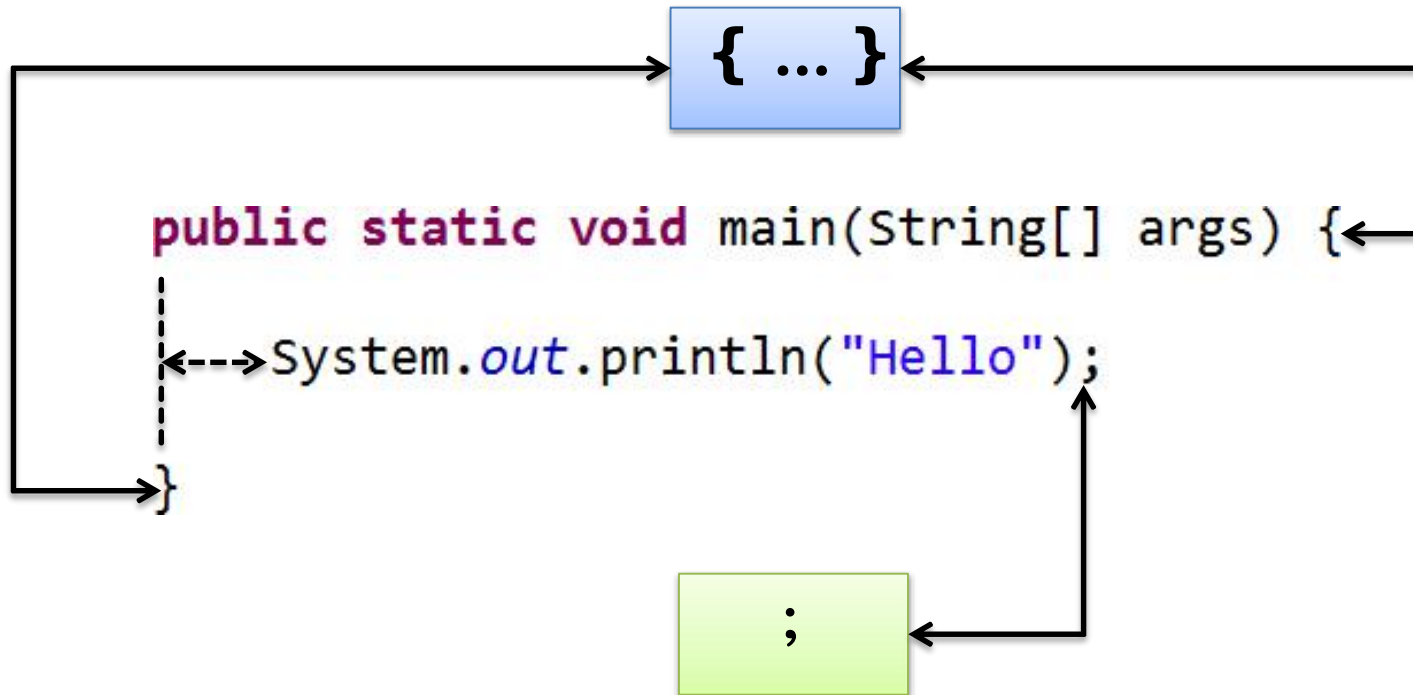
@see

@since

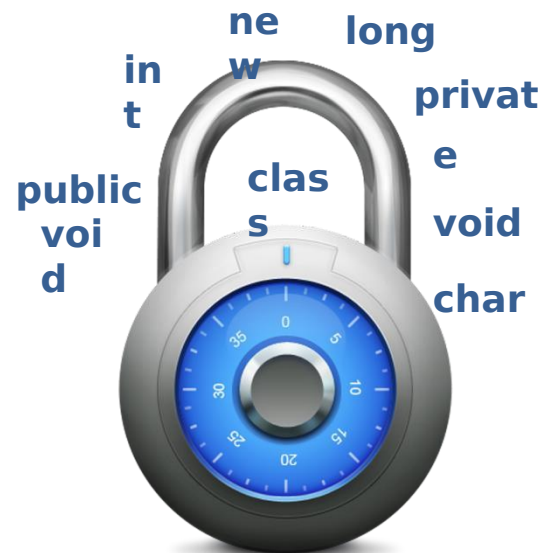
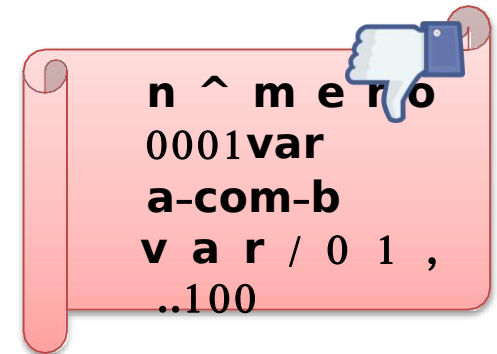
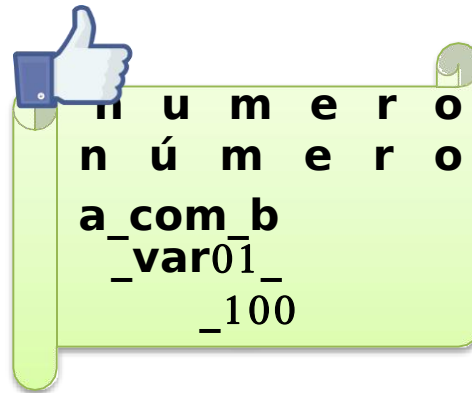
@throws

@version

# Ponto-e-Vírgula, Blocos e Espaço



# Identificadores e Palavras Reservadas

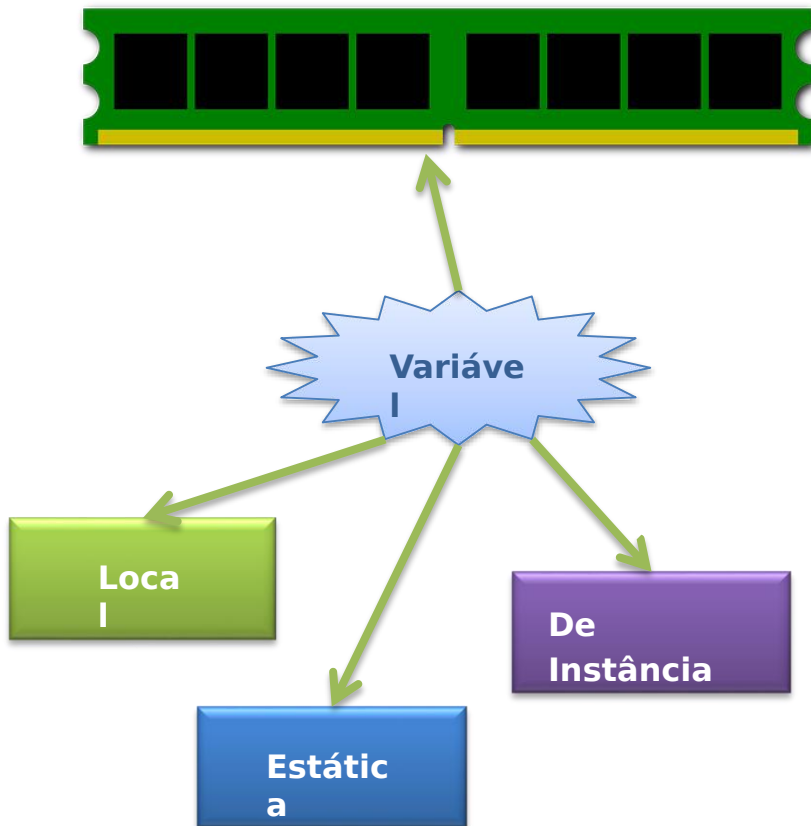


# Variáveis, Declaração e Atribuição

Atribuindo Variável

**<tipo do dado** | **<nome** | = [ **valor inicial** ] ;

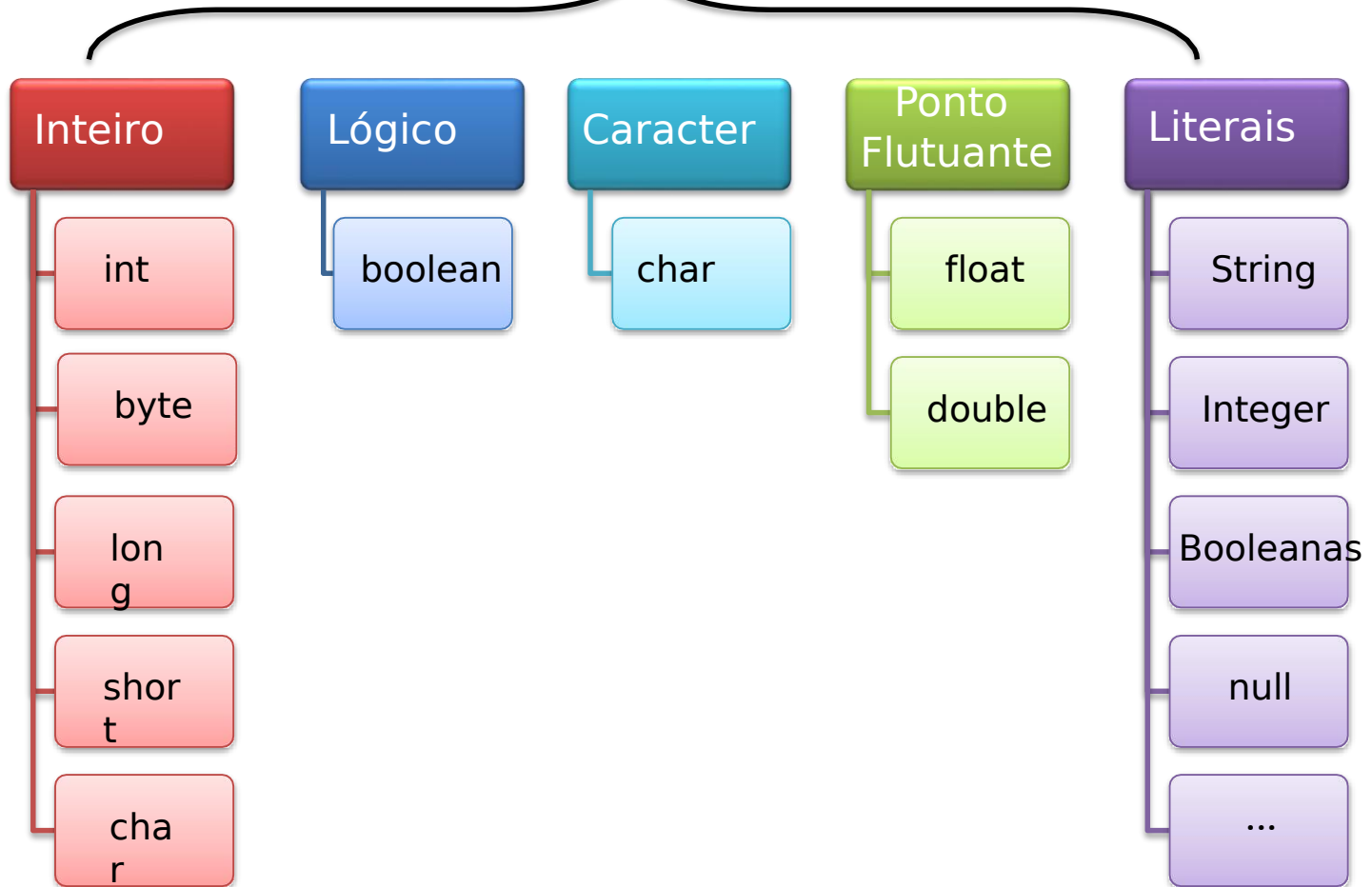
Declarando Variável



**Variáveis devem ser declaradas e inicializadas antes de serem utilizadas.**

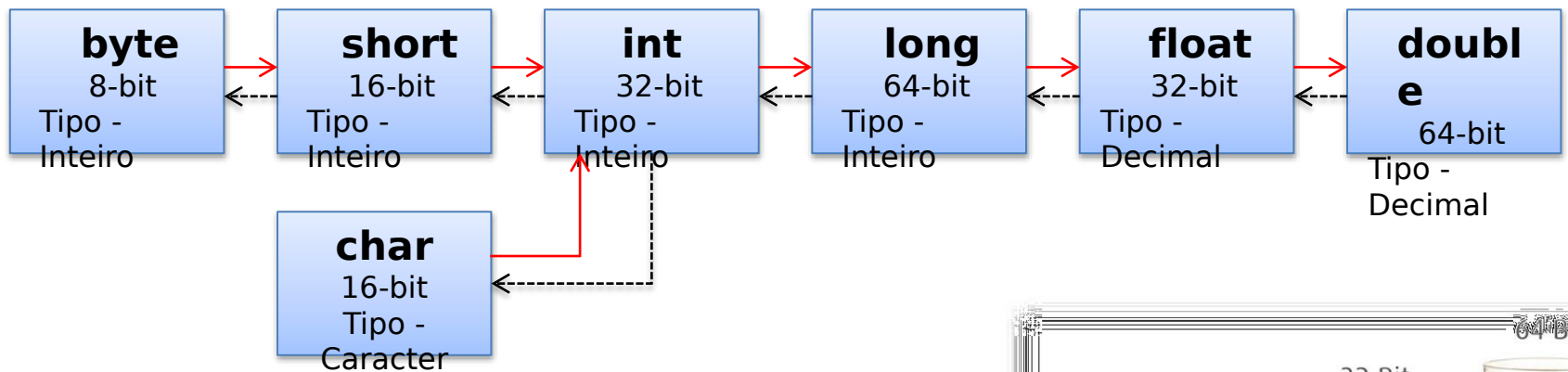
# Tipos de Dados

## Tipos Primitivos

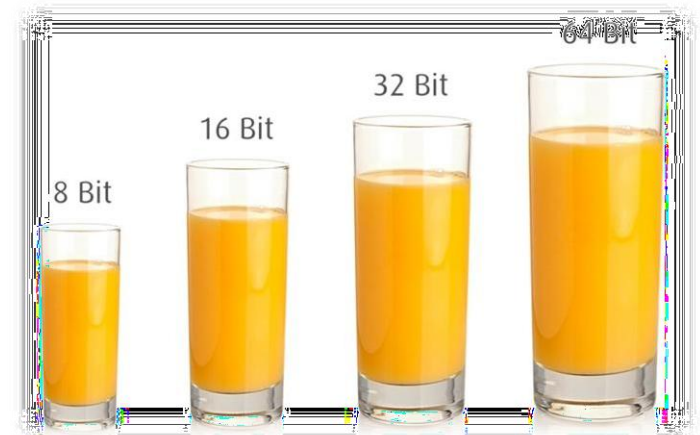




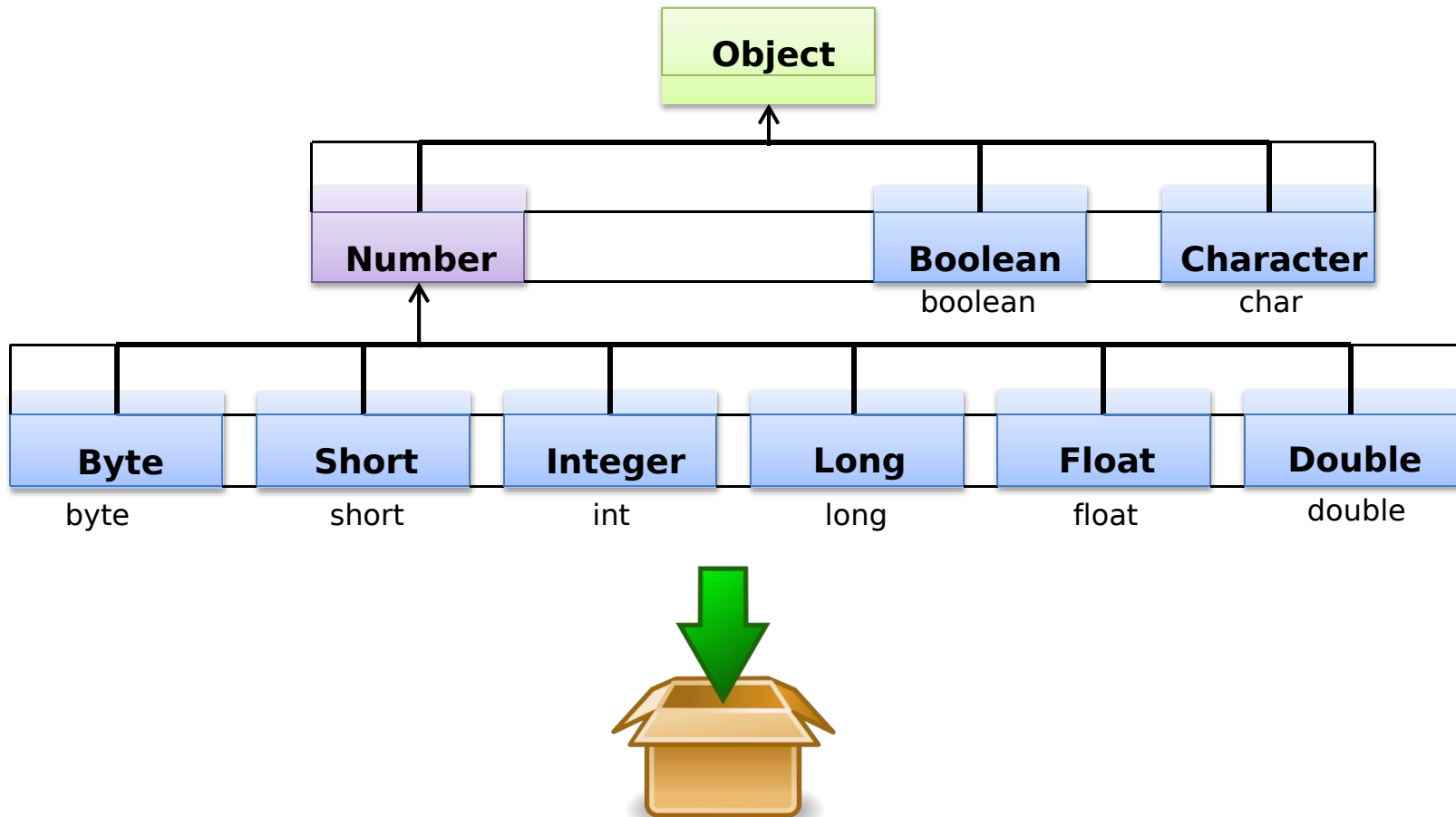
# Casting de Tipos Primitivos



→ **Casting implícito (Automático)**  
-----> **Casting explícito (Requer a utilização de cast)**



# Classes Wrapper (Empacotadoras)



# Construtores e método valueOf

**Float** **variavelFloat** =

+



## Construtores

```
new Float(1.1f);  
new Float(1.1);  
new Float("1.1");  
new Float("1.1f");
```

## Método valueOf

```
Float.valueOf("1.1f");  
Float.valueOf("1.1");
```

# AutoBoxing – Boxing and Unboxing

```
int i = 10;  
Integer iRef = new Integer(i); // Boxing Explícito  
int j = iRef.intValue(); // Unboxing Explícito  
iRef = i; // Boxing Automático  
j = iRef; // Unboxing Automático
```

