

Programação Orientada a Objetos

Portas lógicas .E. e .OU., Estruturas de controle, repetição e vetores

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Portas lógicas: .E. e .OU.

Tabela verdade porta .OU. ||

A	B	A .OU. B	
0	0	0	false
0	1	1	true
1	0	1	true
1	1	1	true

Portas lógicas: .E. e .OU.

Tabela verdade porta .OU. ||

A	B	A .OU. B	
0	0	0	false
0	1	1	true
1	0	1	true
1	1	1	true

Tabela verdade porta .E. &&

A	B	A .E. B	
0	0	0	false
0	1	0	false
1	0	0	false
1	1	1	true

Estruturas de Controle: IF e SWITCH

IF

```
0  if (A || B){  
1    ...  
2  } else{ ... }
```

Estruturas de Controle: IF e SWITCH

IF

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0  if (A || B){  
1    ...  
2  } else{ ... }
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```
0  if (A && B){  
1    ...  
2  } else if (C > 10)  
    {...}
```

Estruturas de Controle: IF e SWITCH

IF

```
0 if (A || B){  
1   ...  
2 } else{ ... }
```

```
0 if (A && B){  
1   ...  
2 } else if (C > 10)  
   {...}
```

```
0 if ( (A || B) && C )  
   {  
1   ...  
2 } else{ ... }
```

Estruturas de Controle: IF e SWITCH

IF

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0 if (A || B){  
1   ...  
2 } else{ ... }
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```
0 if (A && B){  
1   ...  
2 } else if (C > 10)  
   {...}
```

```
0 if ( (A || B) && C )  
   {  
1   ...  
2 } else{ ... }
```

SWITCH

```
0 switch (condicao){  
1   case "caso1": ...  
2   break;  
3   case "caso2": ...  
4   break;  
5   default: ...  
6   break;  
7 }
```

FOR

```
0 for (int i=0; i<100; i++){  
1     Sout("i= "+i);  
2 }
```


FOR

```
0 for (int i=0; i<100; i++){  
1     Sout("i= "+i);  
2 }
```

```
0 int i=0;  
1 for ( ; ; ){  
2     Sout("i= "+i);  
3     i++;  
4 }
```

Estruturas de Repetição: FOR e WHILE,

FOR

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0 for (int i=0; i<100; i++){  
1     Sout("i= "+i);  
2 }
```

```
0 int i=0;  
1 for ( ; ; ){  
2     Sout("i= "+i);  
3     i++;  
4 }
```

```
0 for ([início]; [condição]; [incremento/decremento])
```

WHILE

```
0 while (true){  
1     System.out.println("i= "+i);  
2     i++;  
3 }
```

Estruturas de Repetição: FOR e WHILE,

FOR

```
0 for (int i=0; i<100; i++){  
1     Sout("i= "+i);  
2 }
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```
0 int i=0;  
1 for ( ; ; ){  
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4 }
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0 for ([início]; [condição]; [incremento/decremento])
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WHILE

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0 while (true){  
1     System.out.println("i= "+i);  
2     i++;  
3 }
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```
0 for ( ; ; ){  
1     Sout("i= "+i);  
2     i++;  
3 }
```

Vetores

```
int[] vetor = new int[10];  
String[] vetor = new String[10];
```

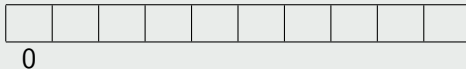
Vetores

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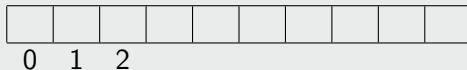
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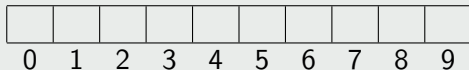
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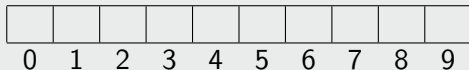
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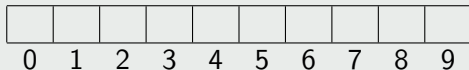
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int[] vetor = new int[10];  
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```
vetor[0] = "João";
```

Vetores

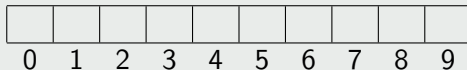
```
int[] vetor = new int[10];  
String[] vetor = new String[10];
```



```
vetor[0] = "João"; vetor[3] = "Maria";
```

Vetores

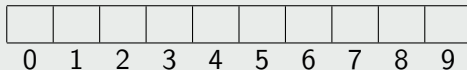
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int[] vetor = new int[10];  
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```
vetor[0] = "João"; vetor[3] = "Maria"; vetor[5] = "José";
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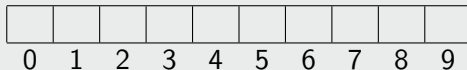


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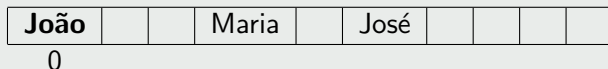


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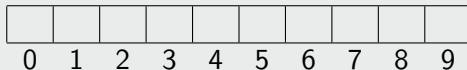


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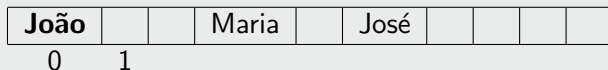


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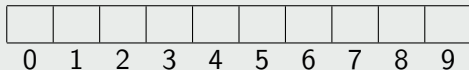


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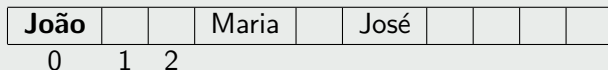


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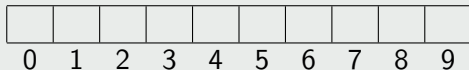


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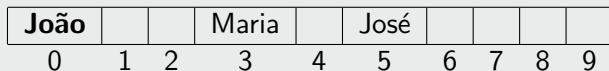


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- int = 4 bytes... Endereçamento IP, tabela ASCII.