

PROGRAMACIÓN ORIENTADA A OBJETOS

TEMA2: Clases y objetos

Manel Guerrero

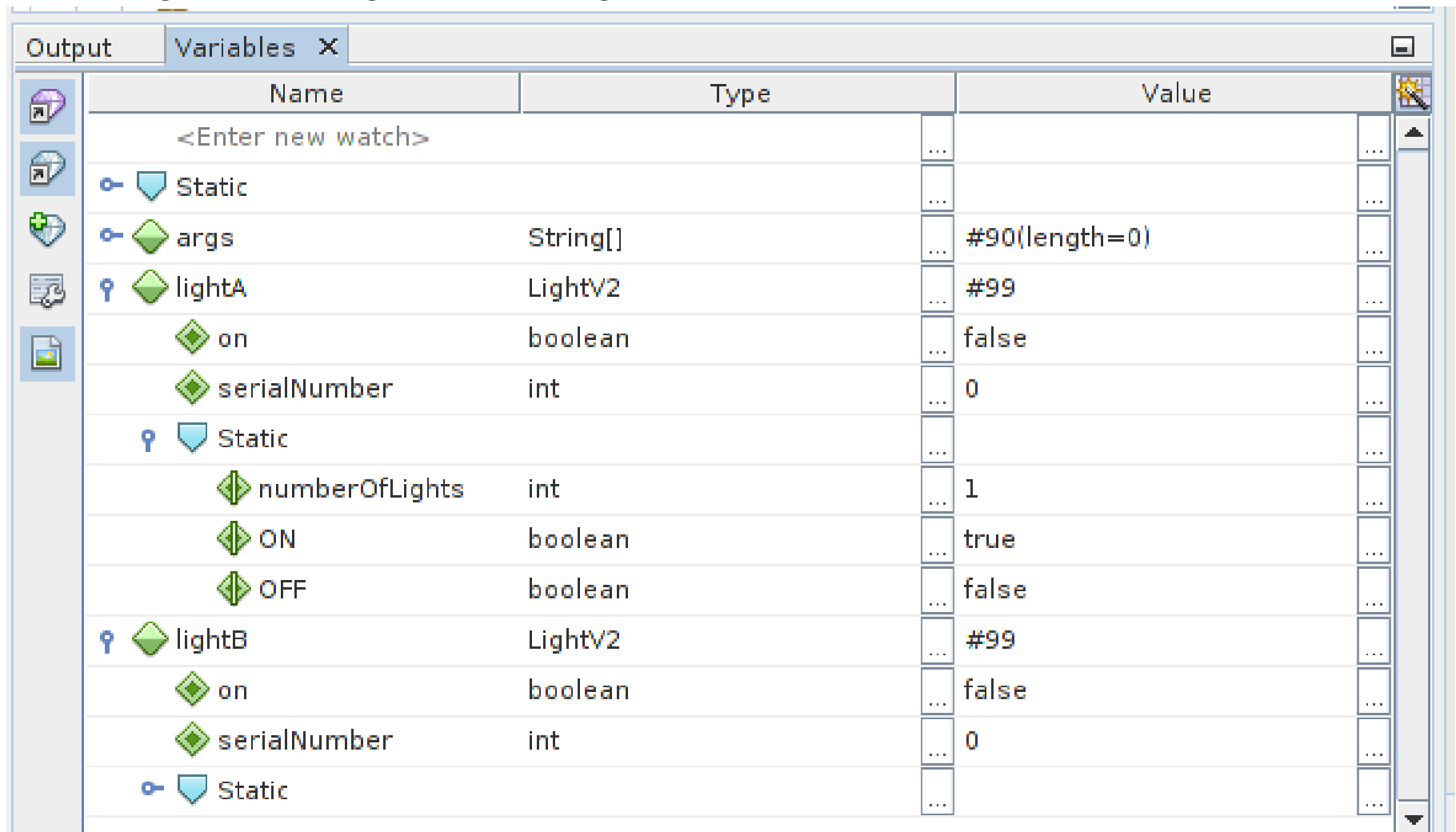
PROGRAMACIÓN ORIENTADA A OBJETOS

Veamos los códigos W2.

W02H01 LightV2Tester.java (lightB)

```
LightV2 lightA = new LightV2();
```

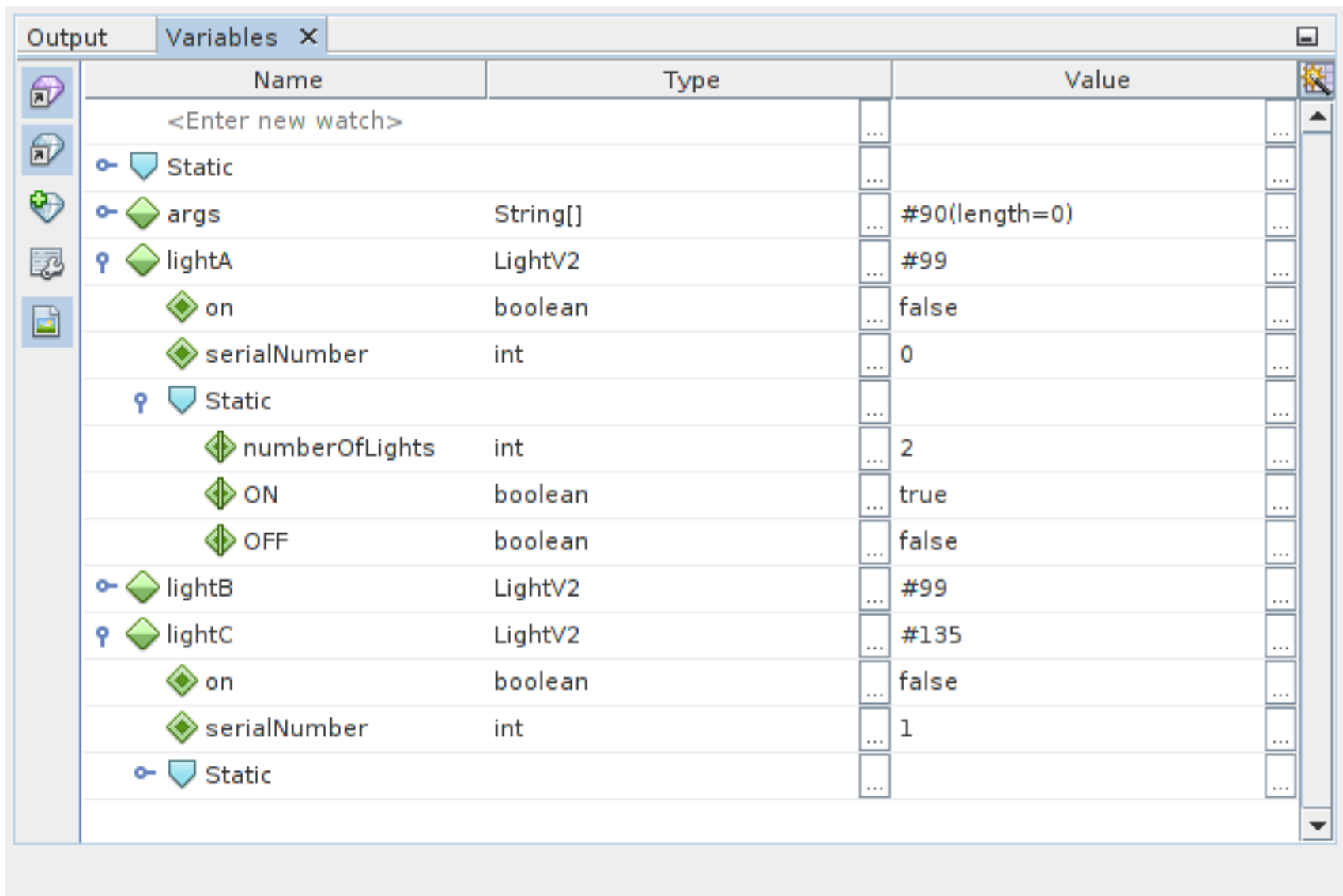
```
LightV2 lightB = lightA;
```



	Name	Type	Value
	<Enter new watch>	...	...
Static	Static	...	...
args	args	String[]	#90(length=0)
lightA	lightA	LightV2	#99
on	on	boolean	false
serialNumber	serialNumber	int	0
Static	Static	...	...
numberOfLights	numberOfLights	int	1
ON	ON	boolean	true
OFF	OFF	boolean	false
lightB	lightB	LightV2	#99
on	on	boolean	false
serialNumber	serialNumber	int	0
Static	Static	...	...

W02H01 LightV2Tester.java (lightC)

```
LightV2 lightC = new LightV2();
```



Output	Variables X	Name	Type	Value
		<Enter new watch>	...	...
		Static	...	...
		args	String[]	#90(length=0)
		lightA	LightV2	#99
		on	boolean	false
		serialNumber	int	0
		Static	...	...
		numberOfLights	int	2
		ON	boolean	true
		OFF	boolean	false
		lightB	LightV2	#99
		lightC	LightV2	#135
		on	boolean	false
		serialNumber	int	1
		Static	...	...