

iFood Dev Week

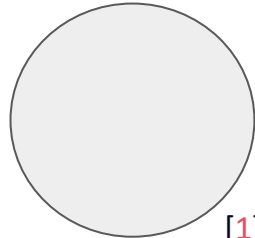
Camila Cavalcante

Tech Education Coordinator
DIO

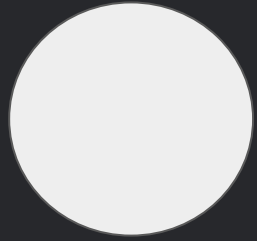
 [linkedin.com/in/cami-la](https://www.linkedin.com/in/cami-la)

 github.com/cami-la

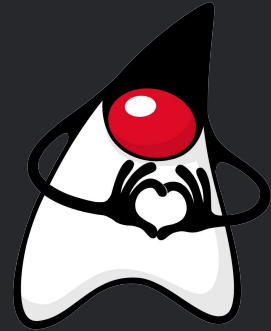
 [instagram.com/camimi_la](https://www.instagram.com/camimi_la)



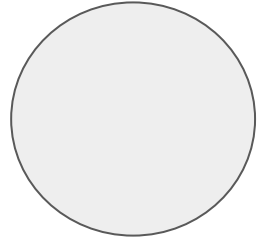
Dia 2



Conhecendo o Domínio da Aplicação e POO

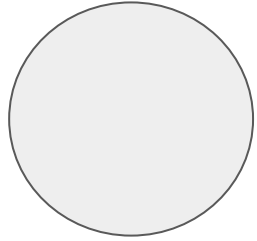


Objetivo da Aula



Com o nosso ambiente de desenvolvimento devidamente pronto, podemos refletir sobre o nosso domínio de aplicação, ou seja, o problema/contexto que desejamos explorar.

Percurso



Parte 1

Domínio da Aplicação

Parte 2

Pensamento Computacional

Parte 3

Programação Orientada a Objetos

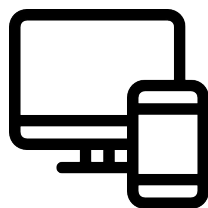
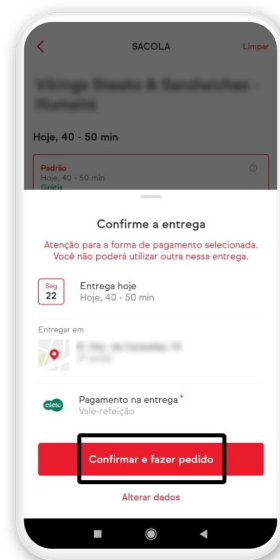
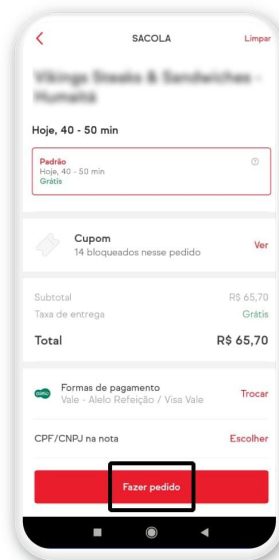
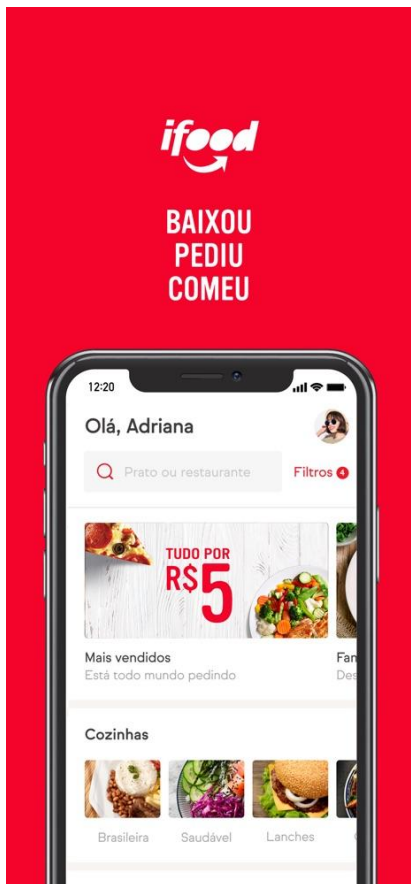
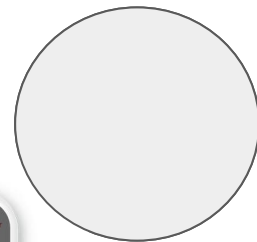
Parte 4

Diagrama Entidade Relacionamento

Parte 5

Para Saber Mais

Domínio da Aplicação



Requisição



Resposta



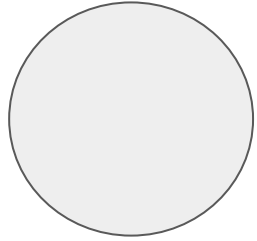
Processamento



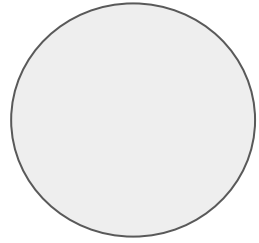
Resultado



Pensamento Computacional



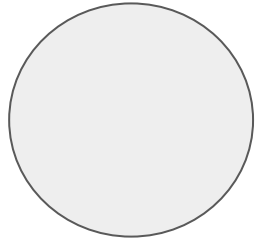
Paradigma de Programação Orientada a Objetos



Modelo de análise, projeto e programação baseado na aproximação entre o mundo real e o mundo virtual, através da criação e interação entre classes, atributos, métodos, objetos, entre outros.



Classe X Objeto

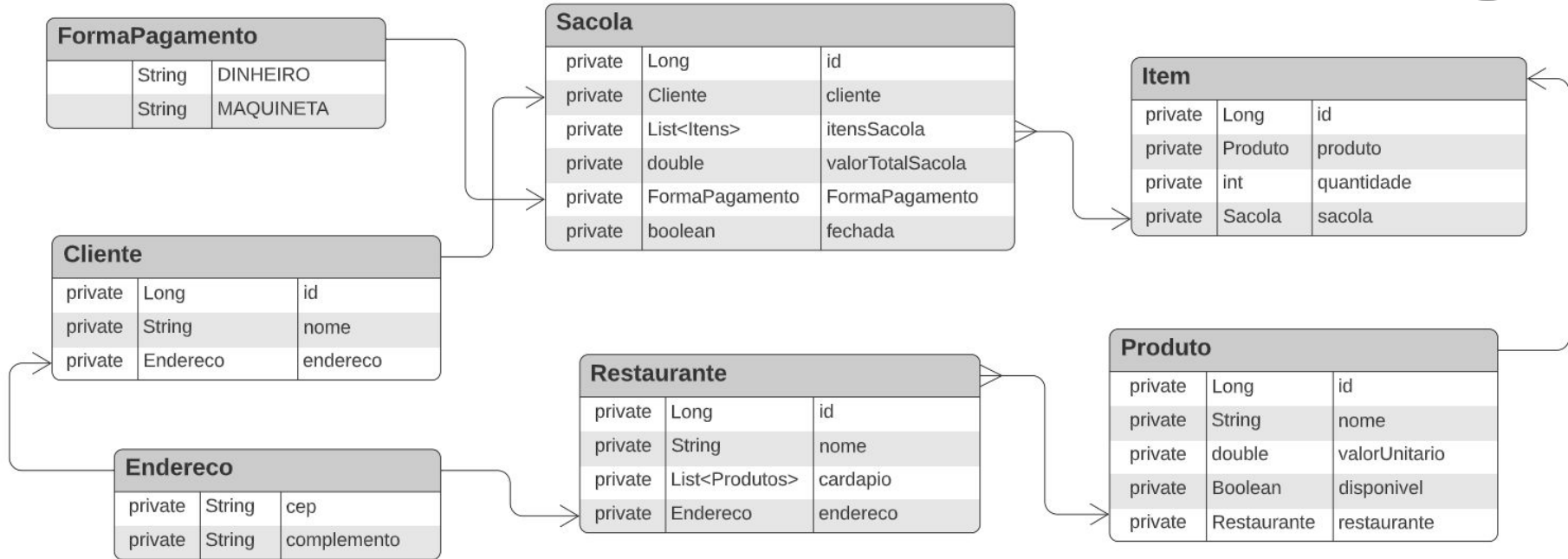
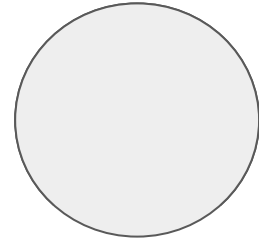


Classe

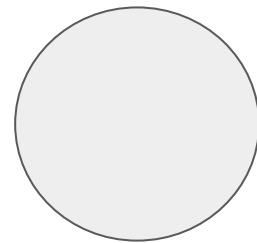


Objeto

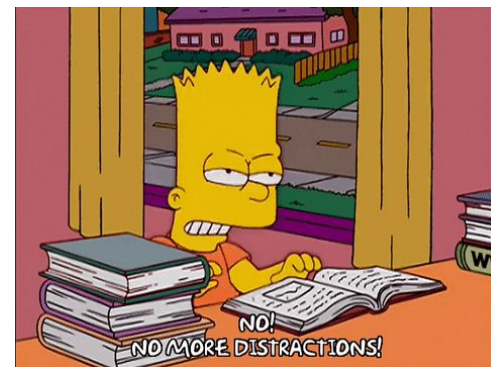
Diagrama ER

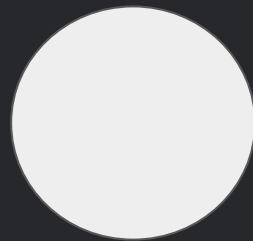


Para Saber mais



- [Curso: Introdução ao Desenvolvimento Moderno de Software](#)
- [Curso: Introdução à Programação e Pensamento Computacional](#)
- [Resumo Sobre o Paradigma de Programação Orientado a Objetos](#)





Dúvidas?

- > GitHub
- > Comunidade Online (Rooms)
- > Fórum do Bootcamp e/ou Artigos
- > Central de Ajuda DIO

