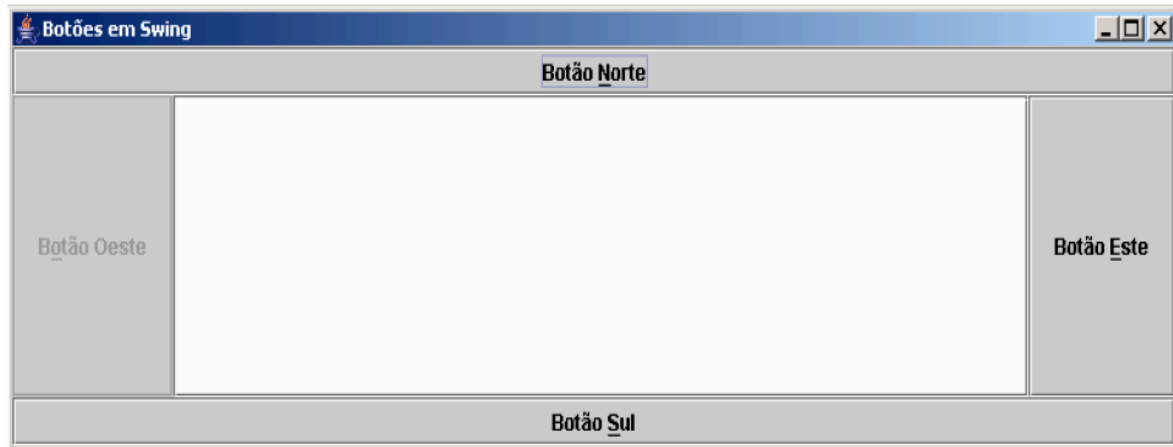


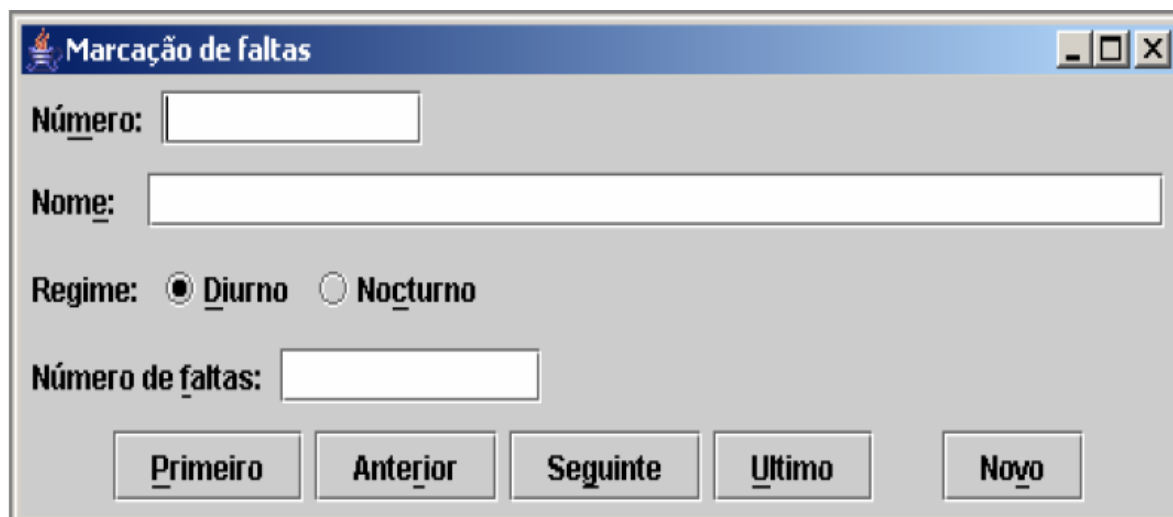
## LabXXII: Interfaces Gráficas

C  
J , A I  
N , L O . O  
. O :



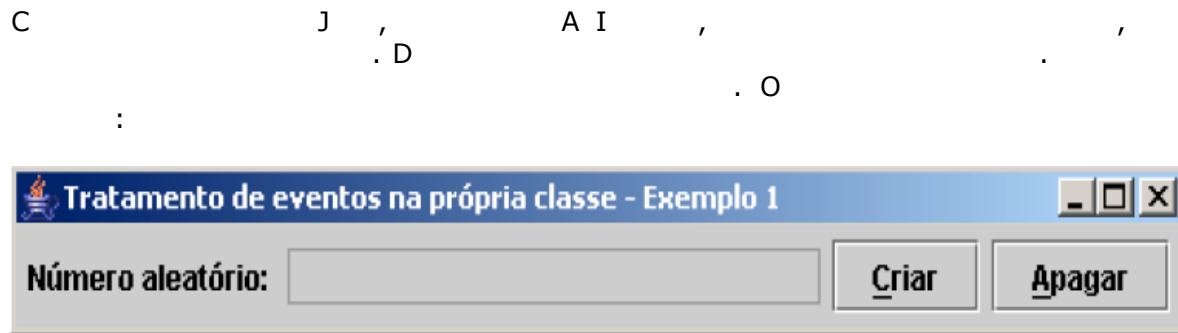
## LabXXIII: Interfaces Gráficas

C  
J , A I ,

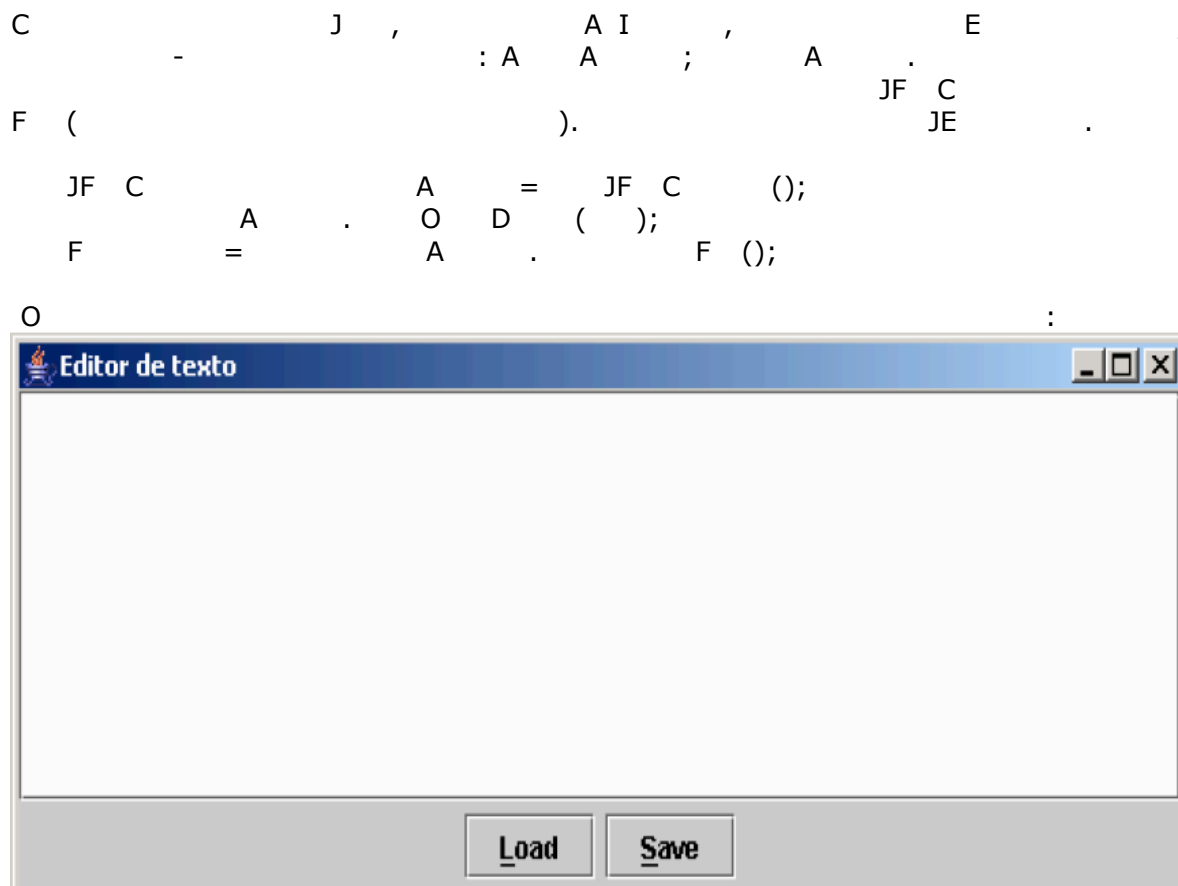


D  
J ,

## LabXXIV: Interfaces Gráficas



## LabXXV: Interfaces Gráficas



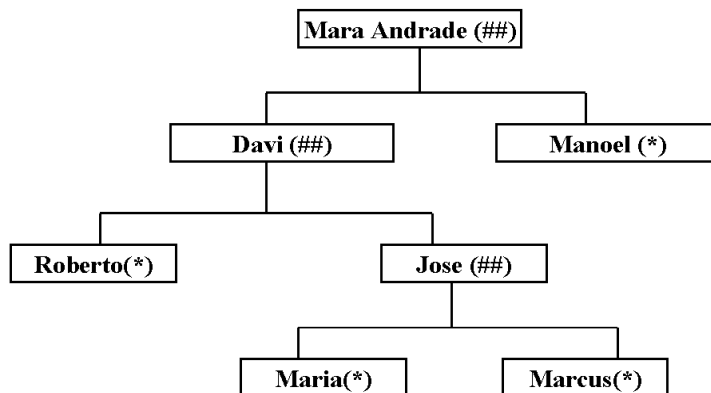
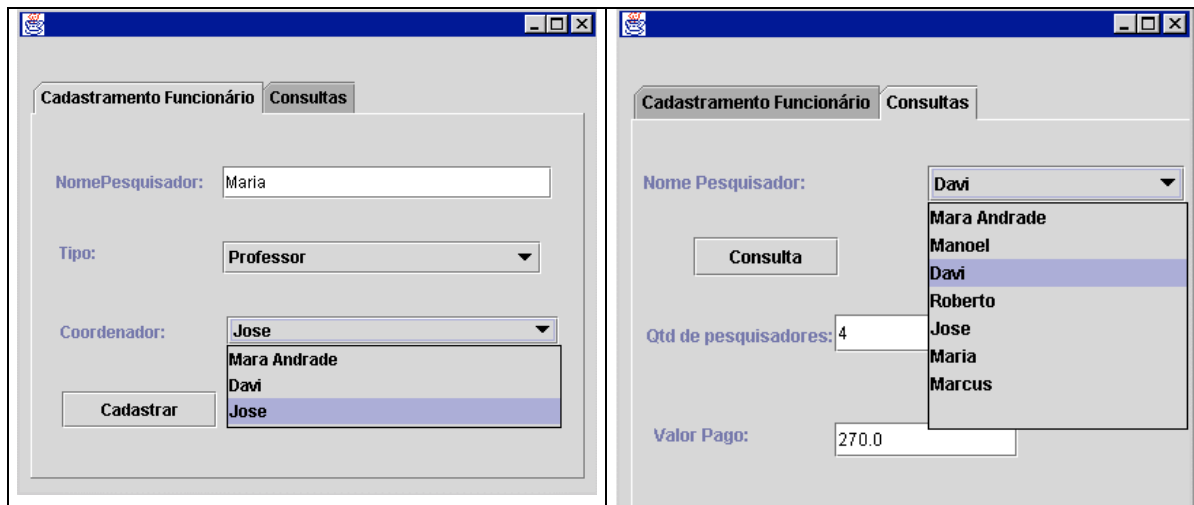
## LabXXVI: Interfaces Gráficas

C J  
 . E  
 ' J F : 1) , 2)  
 3) . C  
 ' ( K ) ( ) . E  
 ( )

## LabXXVII: Interfaces Gráficas

J  
 . E ( )  
 ' . C - F F . O F F  
 : , . 50%  
 ' 1  
 . I  
 N . N , F N '  
 N . A ,  
 N F , J ( ) A  
 . O  
 JC F . A





(\*) São os pesquisadores que são apenas professores, no exemplo.  
 (##) São os pesquisadores que são coordenadores de pesquisa.

## LabXXIX: Interfaces Gráficas

E

A C . A

. A , E , C E

O

L E A ( ),

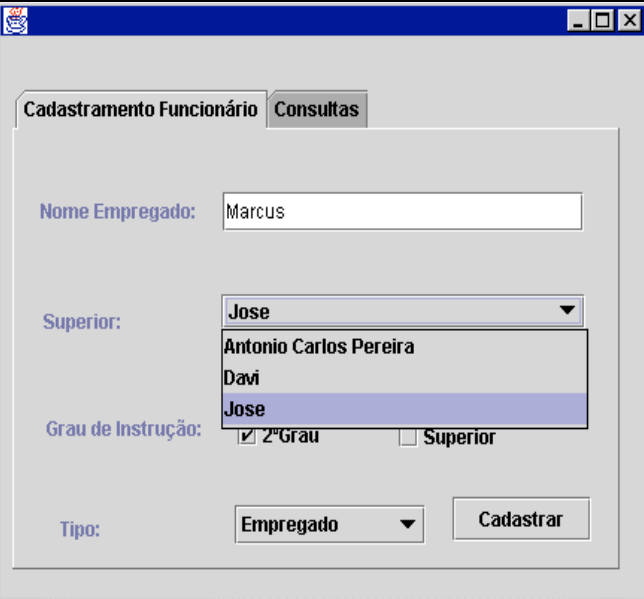
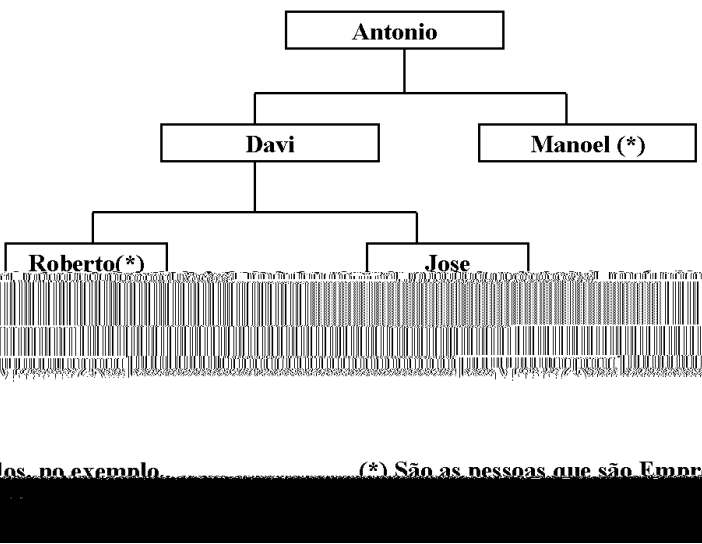
( . C ) ,

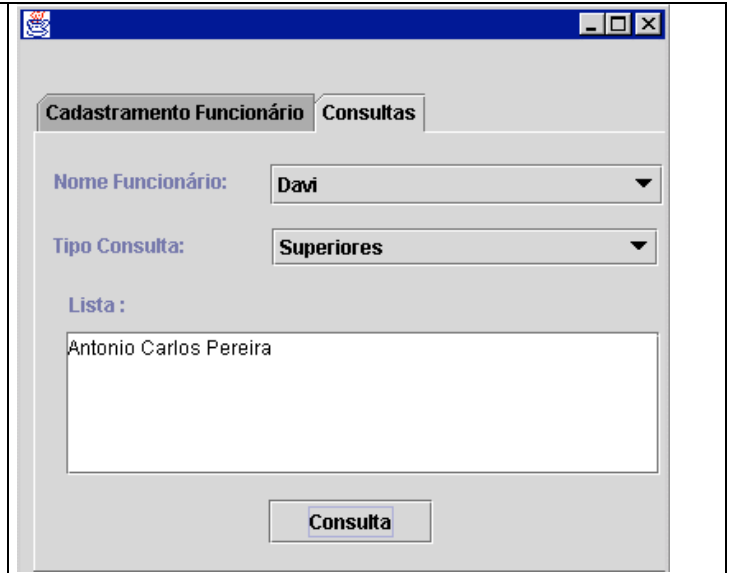
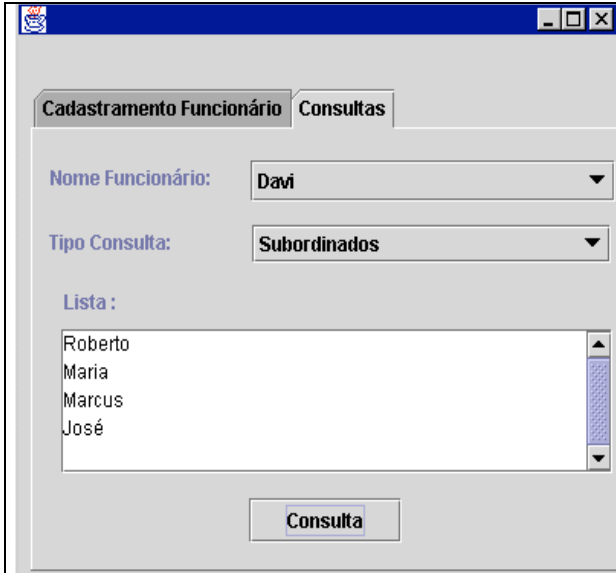
. O

A

I

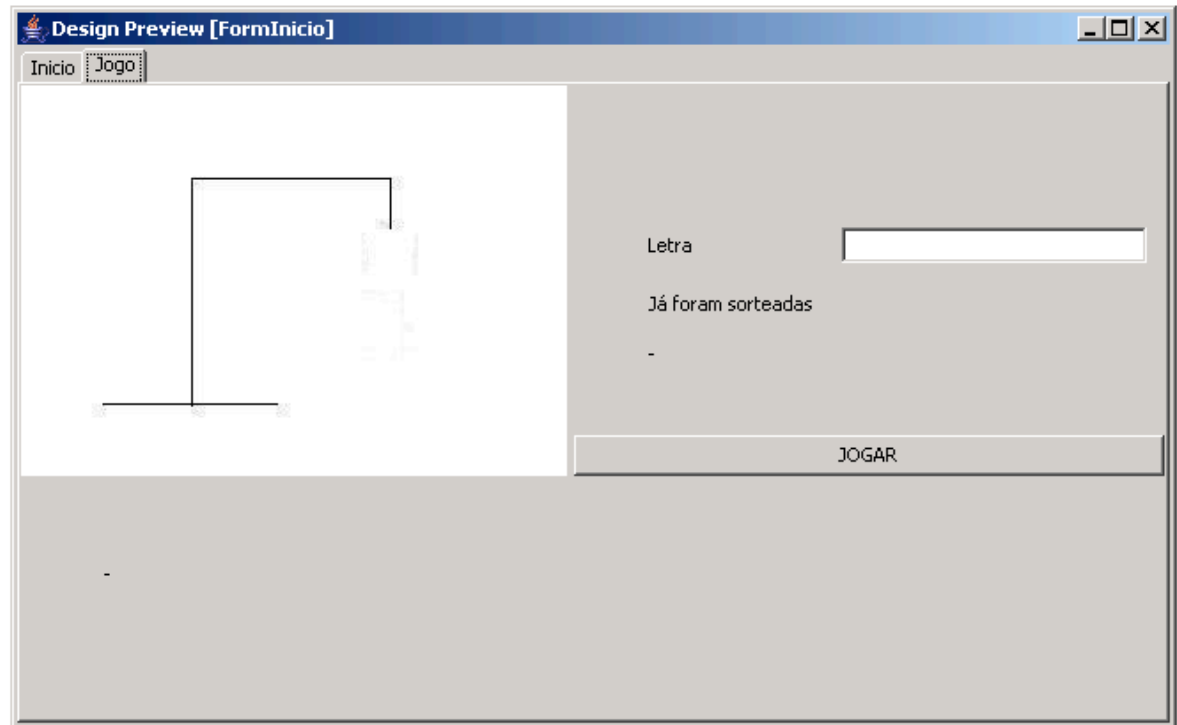
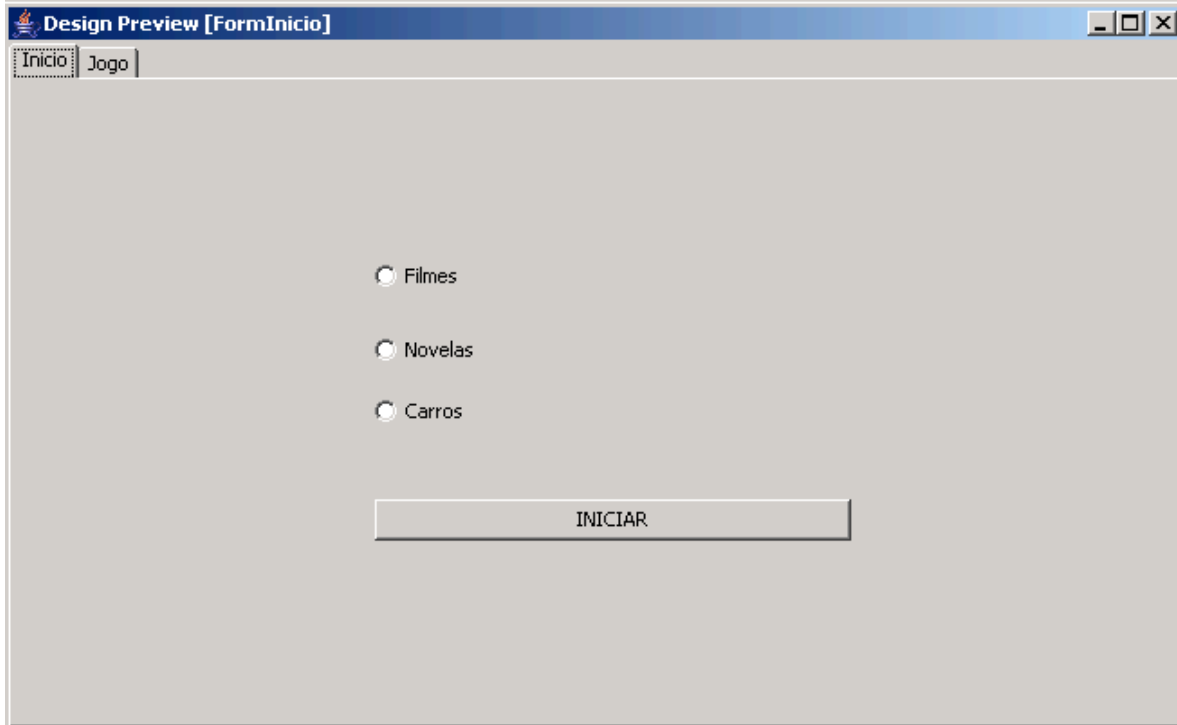
E

TELA DE CADASTRAMENTO	EXEMPLO
	 <pre>graph TD; Antonio[Antonio] --&gt; Davi[Davi]; Antonio --&gt; Manoel["Manoel (*)"]; Davi --&gt; Roberto["Roberto(*)"]; Davi --&gt; Jose[Jose];</pre> <p>los. no exemplo. (*) São as pessoas que são Empr</p>

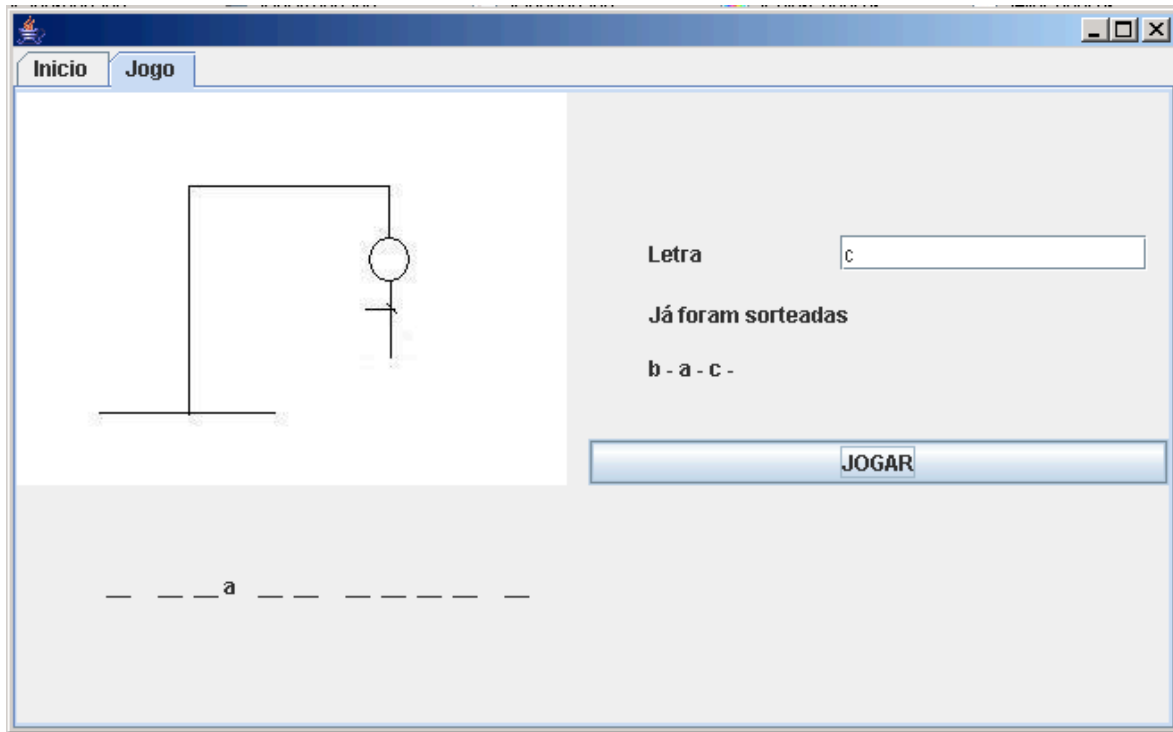


## LabXXX: Interfaces Gráficas

E (F , N C J ). C F . I . C . A







## LabXXXI: Interfaces Gráficas

F

002),

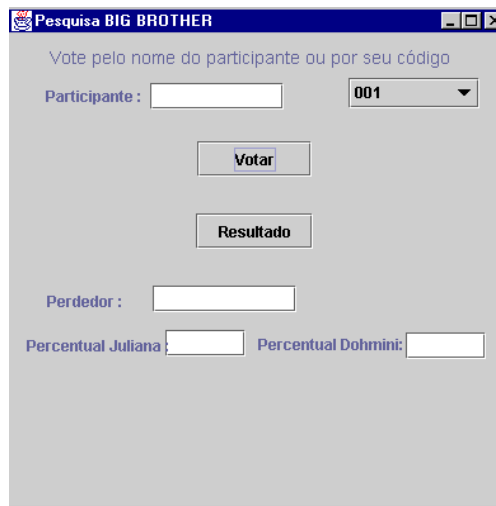
D

BIG B  
(J

D )

. O

(001,



# LabXXXII: Interfaces Gráficas

F

. D  
 . N  
 \$ 100.000 18%  
 \$ 20.000) (L -  
 :  
 B . C  
 15%  
 /  
 ( ) . D  
 ,

# LabXXXIII: Interfaces Gráficas

C

)  
 . O :  
 ( / ) \$ 10.000. F  
 . E  
 F ( ) . O  
 ,  
 B BB 2%  
 1,98%  
 (B \$ 10.000  
 E , C ,  
 . A  
 EAL

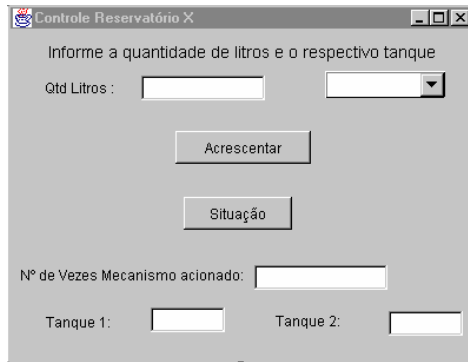
# LabXXXIV: Interfaces Gráficas

F  
D . O IN ( ) 1  
(8% ) . ( : ) . A ,  
FG ,  
F  
Valor mensal Alíquota Parcela a deduzir depois do cálculo do imposto

# LabXXXV: Interfaces Gráficas

F

. O  
 . A 100.000 ( )  
 ),  
 , 10%  
 . O



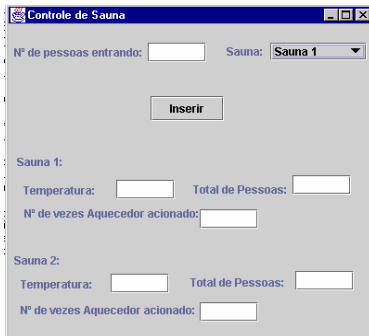
# LabXXXVI: Interfaces Gráficas

F

43 A B 47 . A /  
 . A  
 2 . A  
 1 .  
 ), ( 0,5  
 . C 43 47

45  
 O

.  
 ,  
 A B,  
 (



## LabXXXVII: Interfaces Gráficas

F

A . O F . E , H , H  
 ) I . O ( 1. O  
 . O 5%  
 . C ,  
 . C 10% 17%  
 ) . O (

OB : O





F O O J  
 E  
 ).  
 N 1.5 30 (F ' A  
 ( 30 8 ).  
 . A , 12  
 8 2.5  
 O : F !!

## LabXLI: Interfaces Gráficas

C , F . N ,  
 100 , ,  
 - .  
 M , ( ).

O :F

!!

## LabXLIII: Interfaces Gráficas

C ( )  
 I  
 . E L  
 A L ( . A L 10 10 100 - )  
 ( 10 ) L J N J  
 M . 10  
 . O . N A L

O :F

!!

## LabXLIV: Interfaces Gráficas

C . I O J . A  
 ) 0 1 ( . C  
 . C :  
 M 4  
 L A -2  
 C -1  
 C O I J , ,  
 . D ,  
 . I :  
 M -  
 L  
 C M J J  
 . O J J 3 3 (

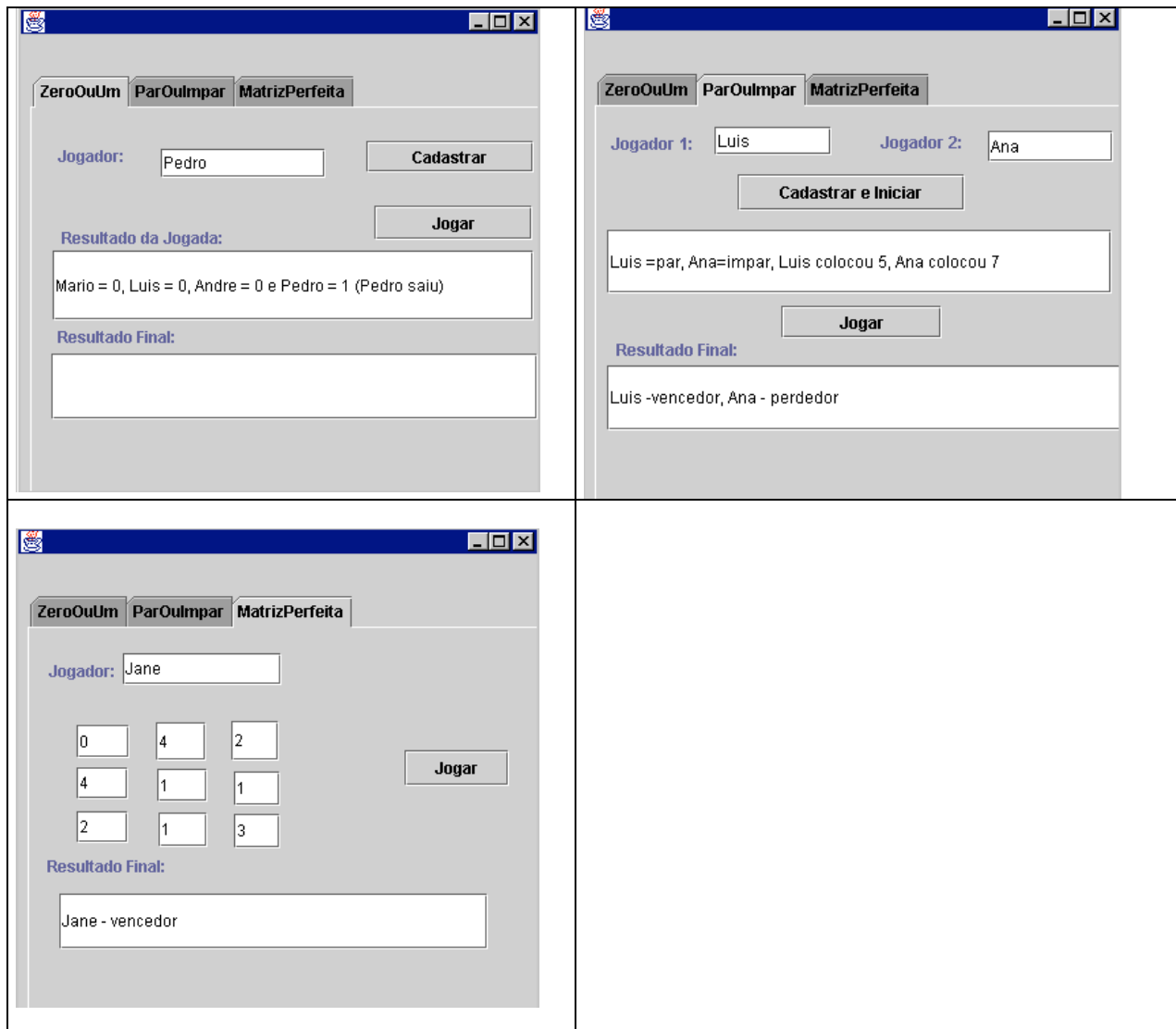


). N

3

. E , 0 9, 3  
. I ,

<table border="1"><tr><td><b>0</b></td><td>4</td><td>2</td><td>= 6</td></tr><tr><td>4</td><td><b>1</b></td><td>1</td><td>= 6</td></tr><tr><td><b>2</b></td><td>1</td><td>3</td><td>= 6</td></tr></table> <p>               6    6    6</p>	<b>0</b>	4	2	= 6	4	<b>1</b>	1	= 6	<b>2</b>	1	3	= 6	<p>Neste exemplo os valores aleatórios inicializados na matriz estão nas posições [0,0], [1,1] e [2,0]</p> <p>Resultado deste Exemplo: <b>Luis – vencedor</b></p>
<b>0</b>	4	2	= 6										
4	<b>1</b>	1	= 6										
<b>2</b>	1	3	= 6										
<table border="1"><tr><td><b>0</b></td><td>6</td><td>2</td><td>= 8</td></tr><tr><td>8</td><td><b>3</b></td><td><b>1</b></td><td>= 13</td></tr><tr><td>2</td><td>1</td><td>7</td><td>= 10</td></tr></table> <p>               10   10   10</p>	<b>0</b>	6	2	= 8	8	<b>3</b>	<b>1</b>	= 13	2	1	7	= 10	<p>Neste exemplo os valores aleatórios inicializados na matriz estão nas posições [0,0], [1,1] e [1,2]</p> <p>Resultado do Exemplo: <b>Luis - perdedor</b></p>
<b>0</b>	6	2	= 8										
8	<b>3</b>	<b>1</b>	= 13										
2	1	7	= 10										



## LabXLV: Interfaces Gráficas

A A C EMA  
 . E ,  
 ( ) . O ( , )  
 . O 10%  
 12% . F  
 E . : ' = \$ 12,37 -> D . O : A  
 J , \$ 1.000,00( ).

Fatura do Mês -SEMAT

Nome  N. Cartão

Débitos

Créditos

Valor:

## LabXLVI: Interfaces Gráficas

F  
F 1 . O . A  
) . D ( ) , ' KM (

Sistema de Resultados - Ferrari

Nome  Tempo

N Voltas  Volta Mais Rápida

Pais  Tamanho

N Voltas

# LabXLVII: Interfaces Gráficas

O 46 . C 23 24 ( , , ...)  
. C  
. A 46  
: 1) N ; 2) OO J ; 3)  
4) G 5) G . E  
C 2003, J  
. A

The image shows a screenshot of a graphical user interface (GUI) for a tournament management system. The interface is set against a light green background and contains several input fields and buttons:

- Rodada:** A text input field.
- Time 1:** A dropdown menu.
- Time 2:** A dropdown menu.
- Jogador T1:** A dropdown menu.
- Gols:** A text input field.
- Jogador T2:** A dropdown menu.
- Gols:** A text input field.
- Cadastrar:** A button.
- Campeão:** A text input field.
- Goleiro:** A text input field.

At the bottom of the interface, there are two small icons: a colorful bar chart icon labeled "Campeão" and a soccer ball icon labeled "Goleiro".

# LabXLVIII: Interfaces Gráficas

D J .O  
-  
:  
) N  
)  
)  
)  
) L  
O  
O D ' (= + - ),  
B 0.05 1684 0 16 2 (5 ) 1 ( ) 1 ( ) 1 ( ) 1 ( ) 1 ( ) B 0.( ) 1 . ) 1 ( ) □ ( )