

BTQ: Rectangle Rectangle

public class Rectangle

{

    private int length;

    private int width;

    public Rectangle();

{

    length = 0;

    width = 0;

}

    public Rectangle(int length, int width)

{

    this.length = length;

    this.width = width;

}

```
public void setWidth (int width)
{
    this.width = width;
}
public void setLength (int length)
{
    this.length = length;
}
public int getLength ()
{
    return length;
}
public int getWidth ()
{
    return width;
}
public int getArea ()
{
    return length * width;
}
public String toString ()
{
    return "Rectangle": length = "+ length + ", width = "
+ width;
}
}
public class Rectangle Main
{
public static void main (String [] args)
{
    Rectangle rectangle1 = new Rectangle ();
}
```

rectangle 1. set length (10);

rectangle 1. set width (13);

System.out.println(rectangle 1. toString());

System.out.println("Area: " + rectangle 1. getArea());

g  
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BT3. public

{ class Employee

private int ID;

private String firstname;

private String lastname;

private int salary;

public Employee (int ID, String firstname, String lastname, int salary)

{

this.ID = ID;

this.firstname = first name;

this.lastname = last name;

this.salary = salary;

{

public int getID()

{

return ID;

{

public String getfullname()

{

return lastname + " " + firstname;

{

public int getannualsalary()

{

return salary = salary;

{

return salary \* 12;

{

public int upTosalary (in percent)

{

Salary = salary + (salary \* percent) / 100;

return salary ;

}

public String toString()

{

return "Employee [ID=" + ID + ", name = " + lastname  
+ " " + firstname + ", salary = " + salary + "]";

}

Q4. Account.

B74: Account.

public class Account {

private String ID;

private String name;

private int balance;

public Account (String ID, String name, int balance) {

this.ID = ID;

this.name = name;

this.balance = balance;

} public String getID () {

return ID;

} public String getName () {

return name;

} public int getBalance () {

return balance;

}

public void credit (int amount) {

if (amount > 0) {

```
(  
    balance += amount;  
}  
  
public void debit (int amount)  
{  
    if (amount <= balance)  
    {  
        this.balance -= amount;  
        account.credit a (amount);  
    }  
    else  
    {  
        System.out.println ("Lỗi: không thể rút tiền");  
    }  
}
```

```
    return balance;
}

② override
public String toString() {
    return "account [ID = " + ID + ", name = " + name + ", "
        + "balance = " + balance + "]";
}

public class Main {
    public static void main (String [] args) {
        account a1 = new
            account ("A101", "Minh Tue", 88);
        account a2 = new
            account ("A102", "Thanh Truc", 0);
        System.out.println (a1);
        System.out.println (a2);
        a1.credit (100) // nạp 100 vào a1
        a1.debit (50) // rút 50 từ a1
        a1.transfer to (a2, 100);
        System.out.println (a1);
        System.out.println (a2);
    }
}
```

BT5: Date.

public class Date

private int day;

private int month;

private int year;

public date (int day, int month, int year )

    this. day = day;  
    this. month = month;  
    this. year = year;

    public int getday()

    return day;

    public void setday (int day)

        this. day = day;

    public int getmonth()

    return month;

    public void setmonth (int month)

        this. month = month;

    public int getyear()

    return year;

    public void setyear (int ~~year~~ year)

        this.year = year;

    public boolean isleapyear leapyear()

        if ((year % 400 == 0) || (year % 4 == 0 && year  
        % 100 != 0))

    }

return true;

}

return false;

}

public String toString()

{

return " Date [day = " + day + ", month = " + month + ",  
year = " + year + "] ";

}

}

BT1: Circle.

public class Circle {

private double radius;

private String color;

public Circle () {

this.radius = 1.0;

this.color = "red";

}

public Circle (double radius) {

this.radius = radius;

this.color = color;

}

public double getRadius () {

return radius;

}

public void setRadius (double radius) {

this.radius = radius;

}

public String getColor () {

return color;

}

```
public void set color (String color) {  
    this. color = color;
```

```
3     public double get area () {  
        return Math.PI * radius * radius ;
```

```
3     public String to String () {  
        return "Circle [radius = " + radius + ", color = " + color + "]";
```

```
3     public class Test Circle {
```

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

```
        Circle circle1 = new Circle ();
```

```
        display (circle1);
```

```
        Circle circle2 = new Circle (2.0);
```

```
        display (circle2);
```

```
        Circle circle3 = new Circle (2.0, "blue");
```

```
        display (circle3);
```

```
        Circle circle4 = new Circle (1);
```

```
        circle. set color ("green");
```

```
        circle4. set radius (3.6);
```

```
        display (circle4);
```

```
3     public static void display (Circle circle) {
```

```
        System. out . println (circle. to String ());
```

```
        System. out . println ("area : " + circle. get area ());
```

```
        System. out . println ();
```

```
3 }
```