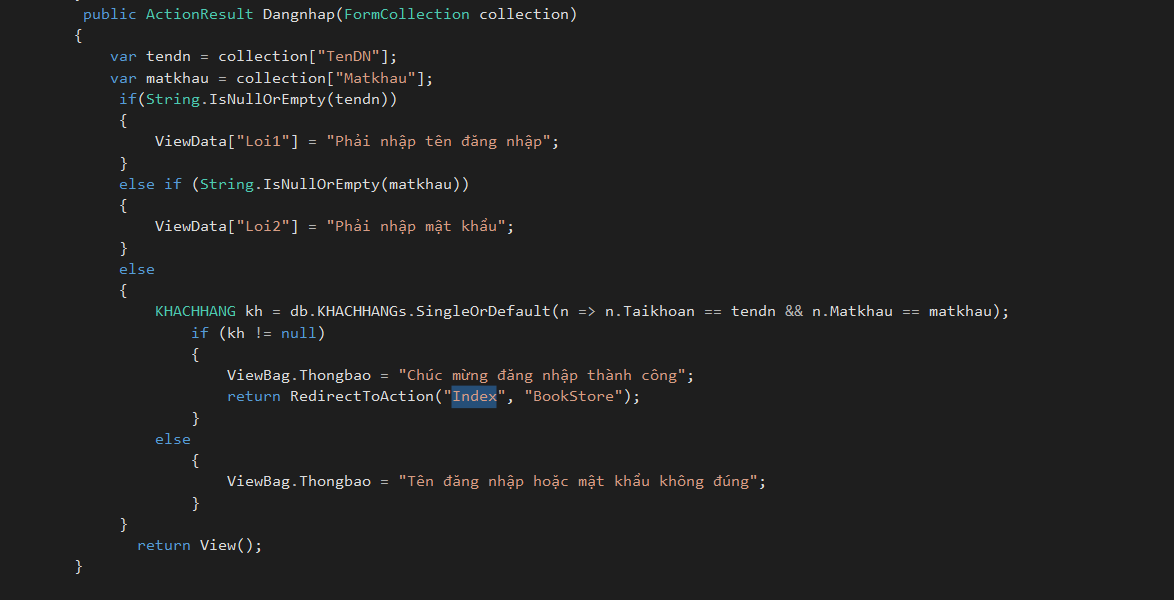
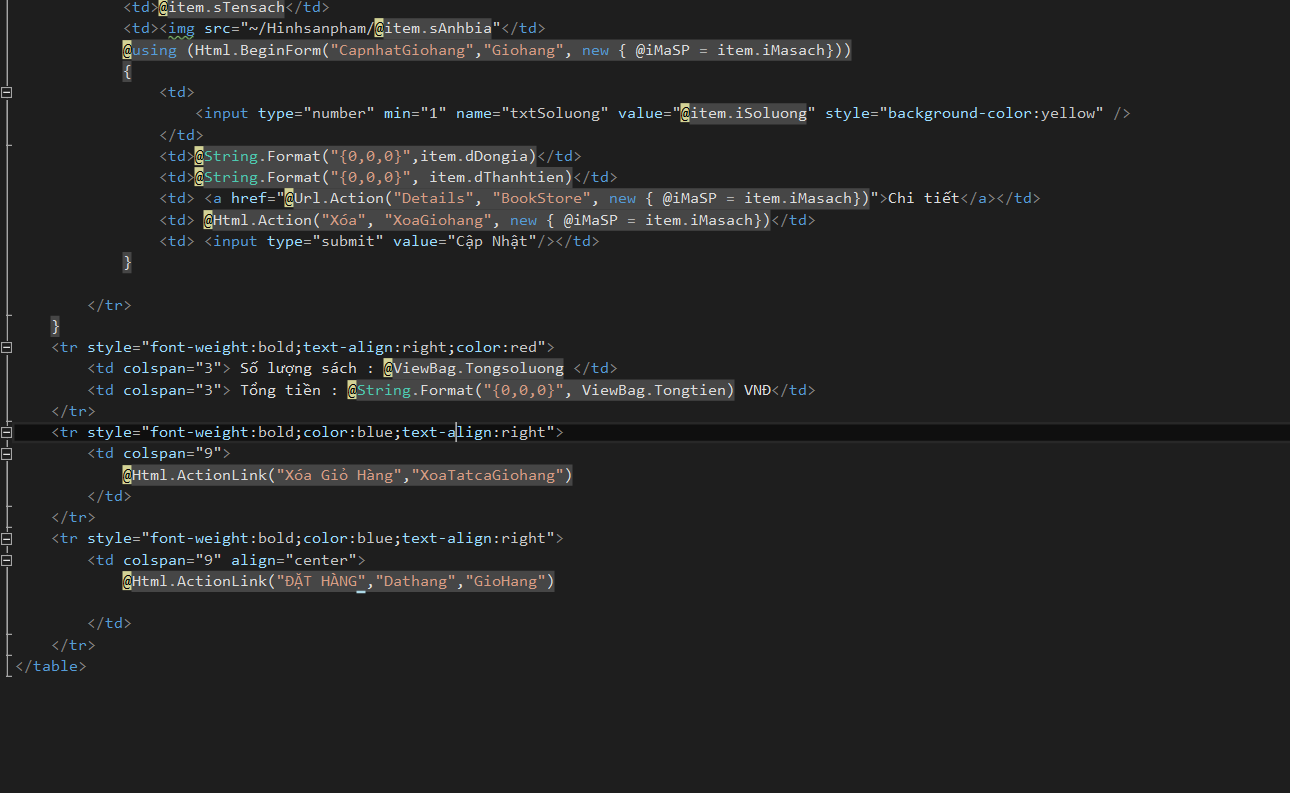
**LAB 4**

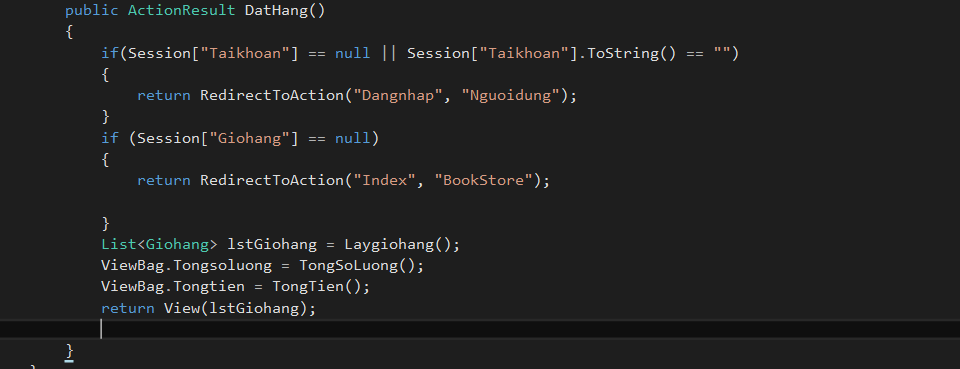
* Chỉnh sửa lại Nguoidungcontroller



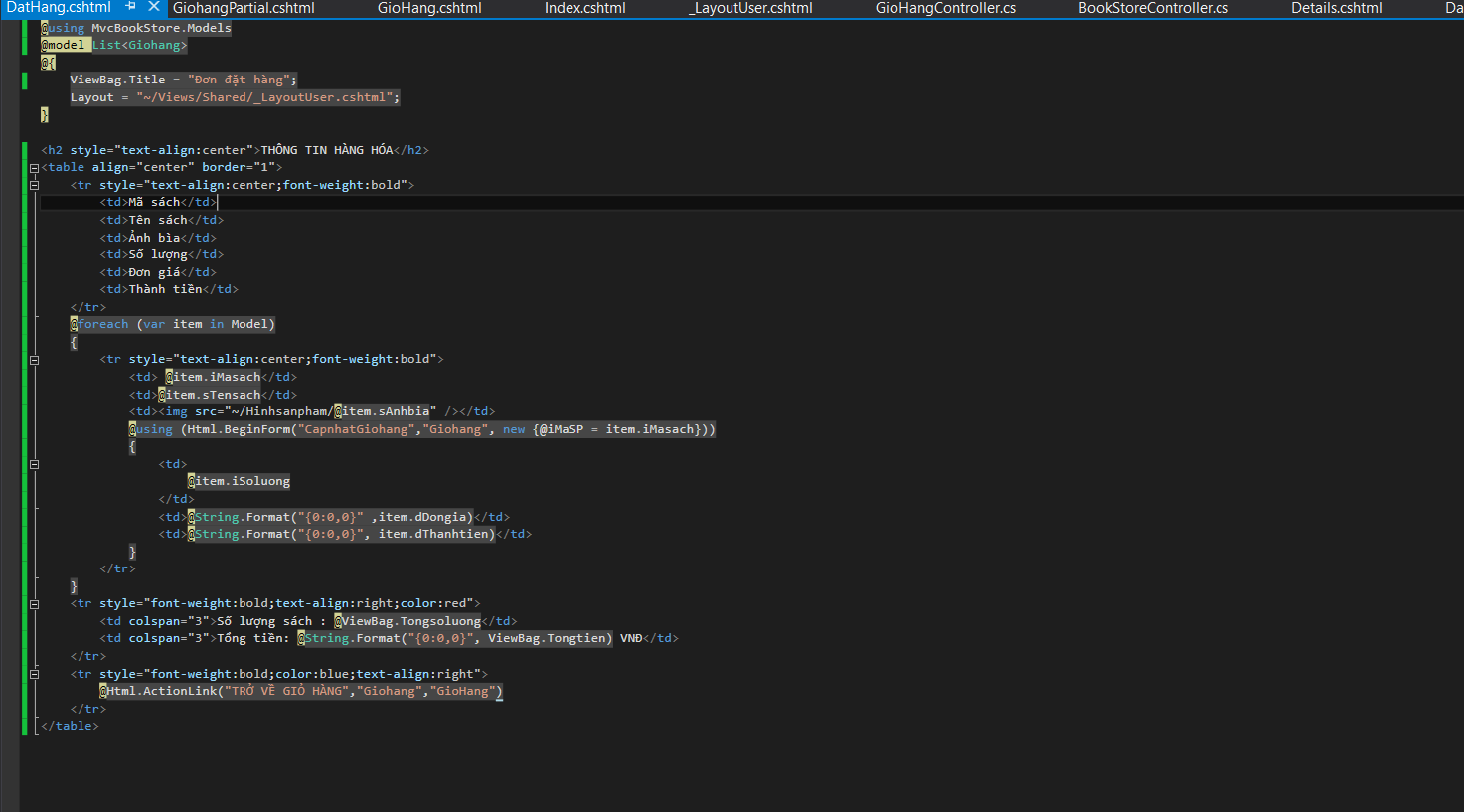
* Cập nhật view cho Giohang



* Tạo 1 ActionResult Dathang()

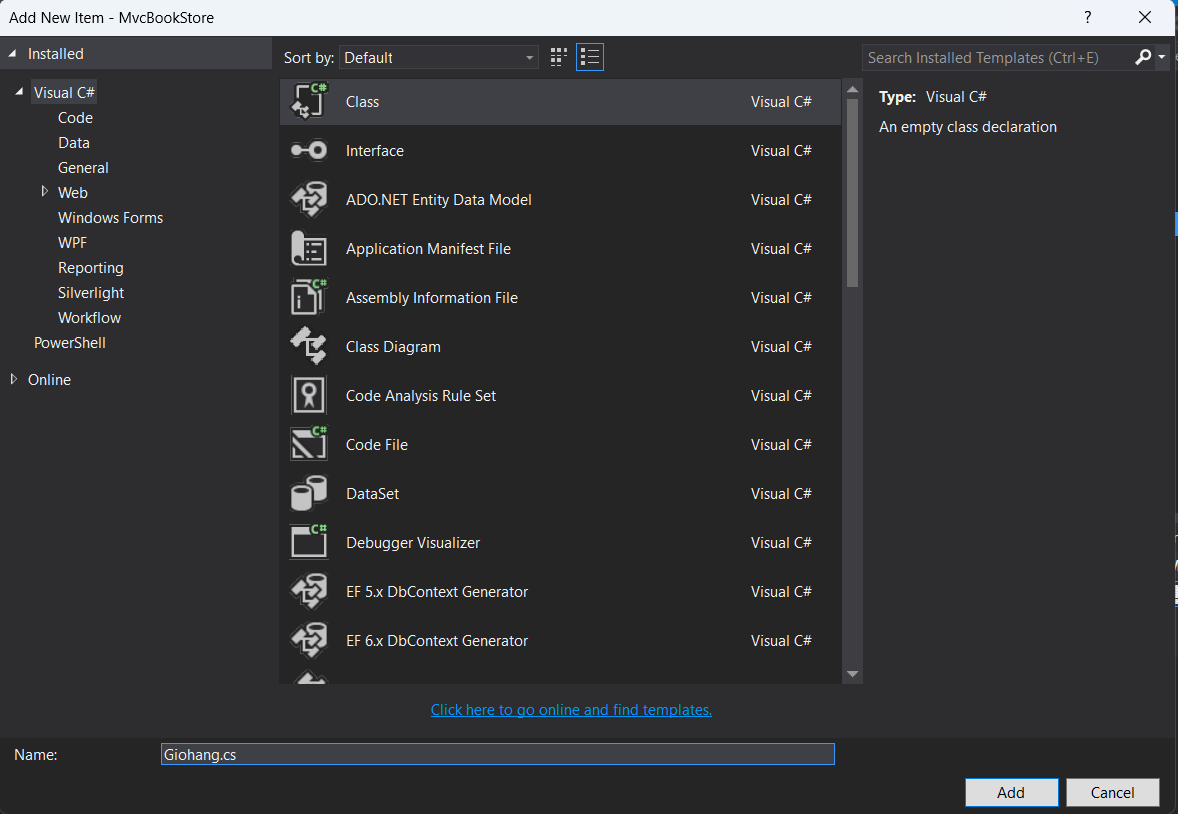


* Tạo view cho Dathang()

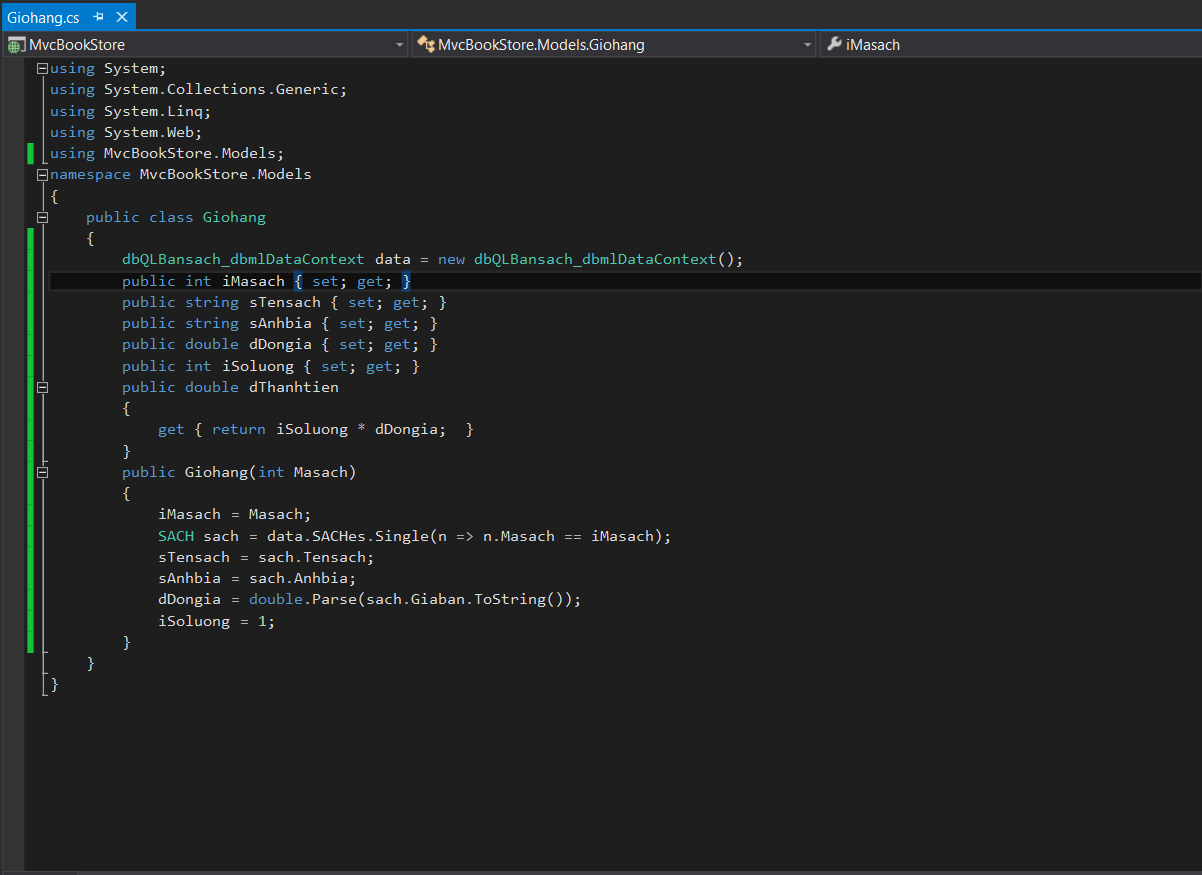


**LAB 5**

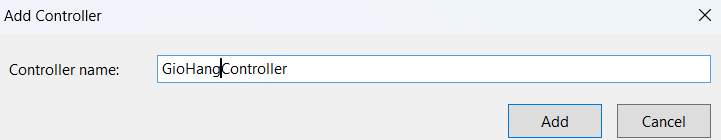
* Tạo 1 Models có class tên là Giohang.cs



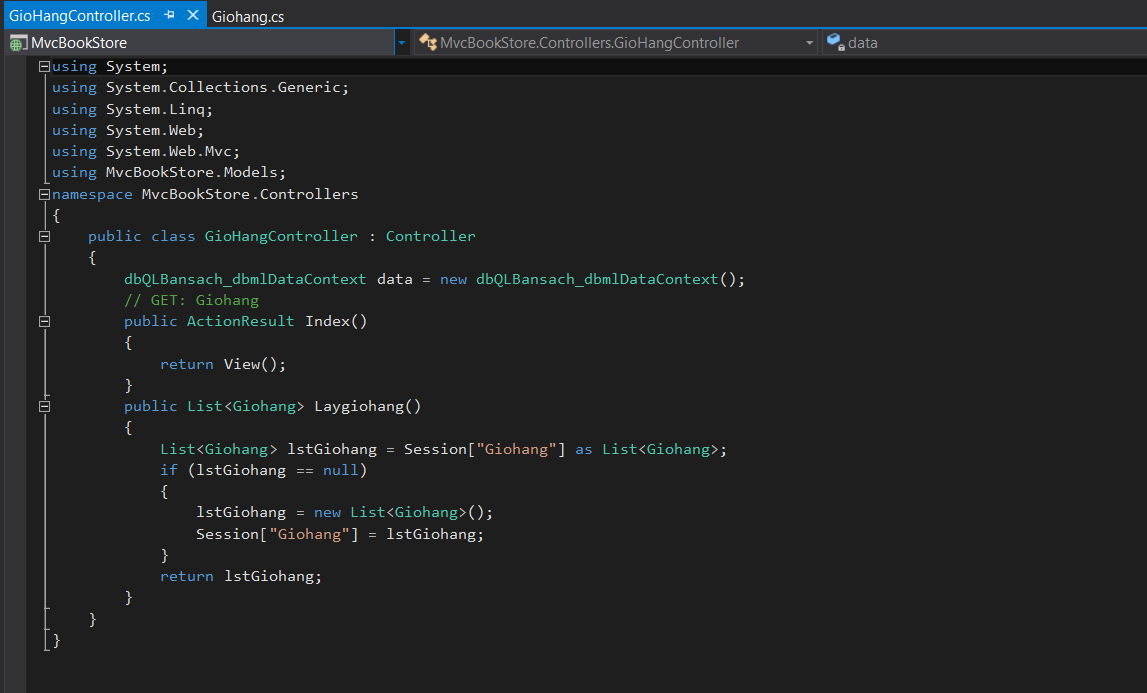
* Khai báo thuộc tính cho Giohang



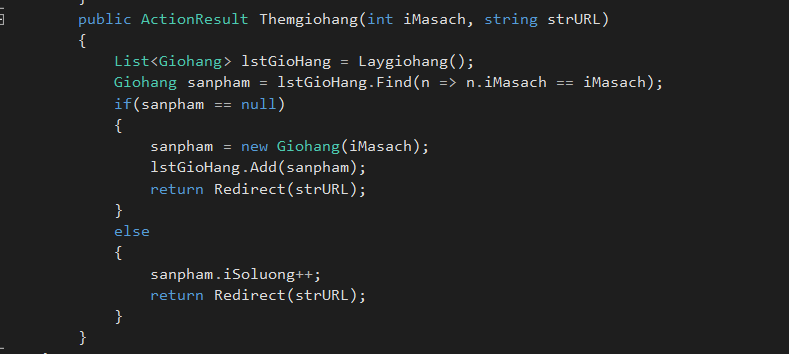
* Tạo 1 Controller GioHangController



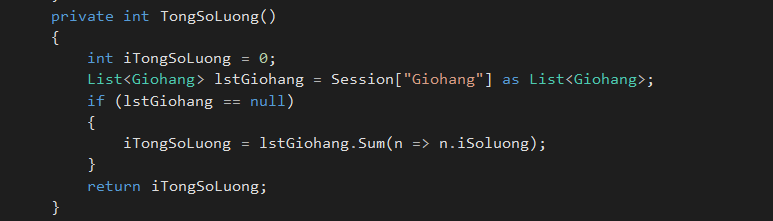
* Cập nhật phương thức Laygiohang



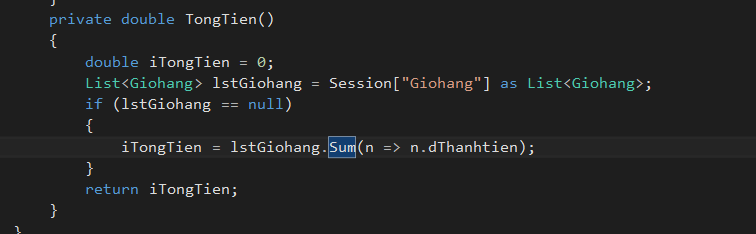
* Cập nhật phương thức Themgiohang



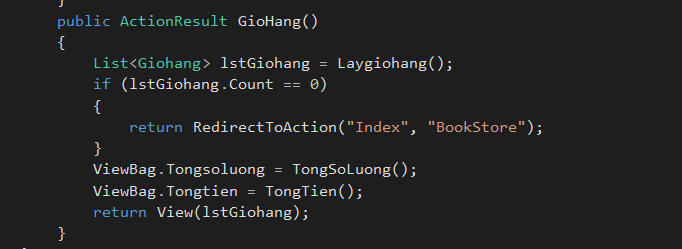
* Cập nhật phương thức tính tổng số lượng TongSoLuong()



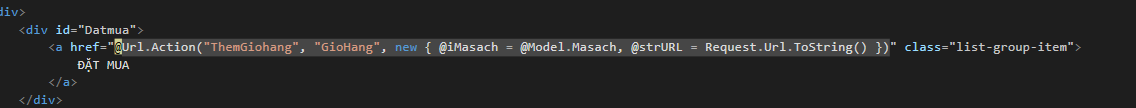
* Cập nhật phương thức tính tổng Tongtien()



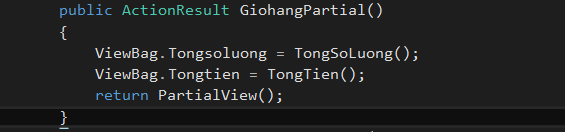
* Cập nhật phương thức GioHang()



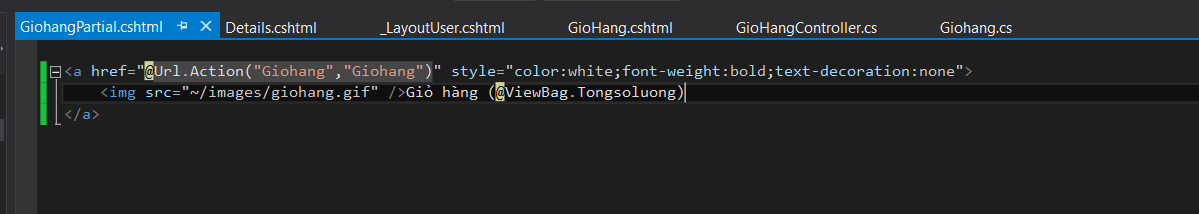
* Cập nhật lại details



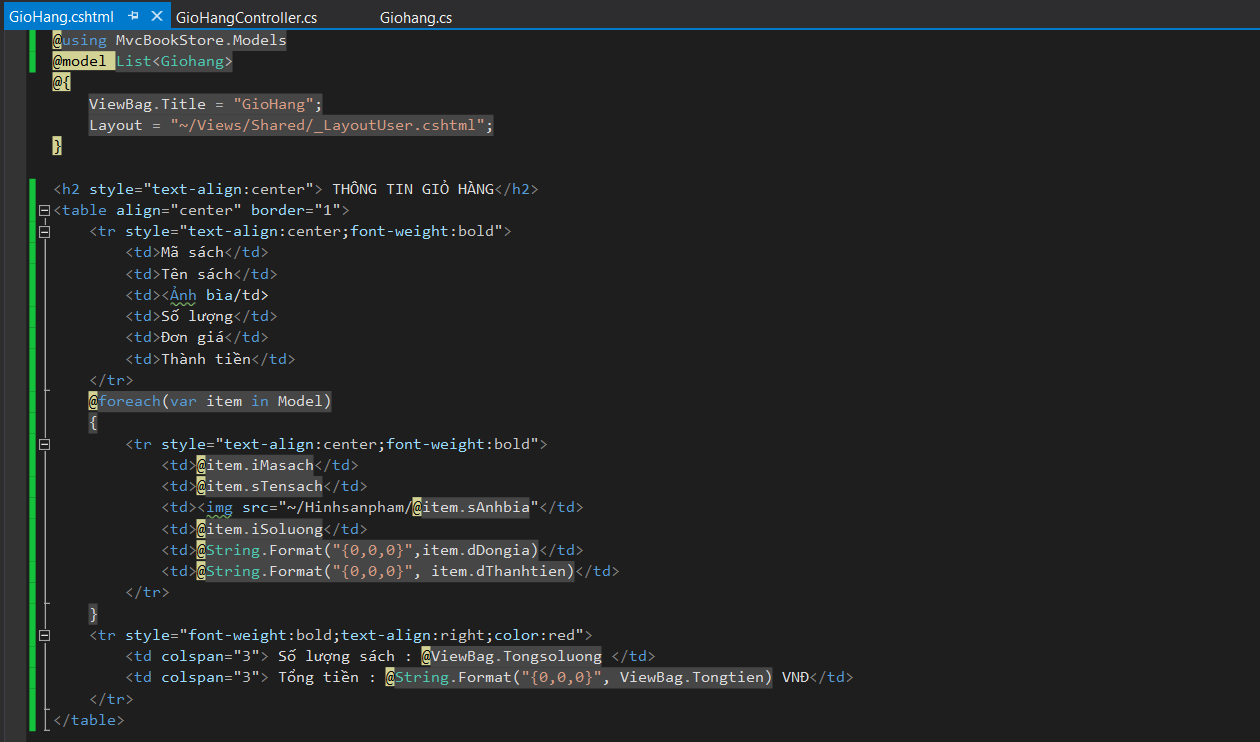
* Tạo 1 ActionResult GiohangPartial()



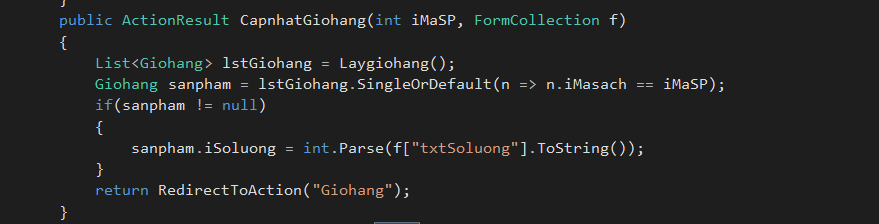
* Tạo view cho GiohangPartial()



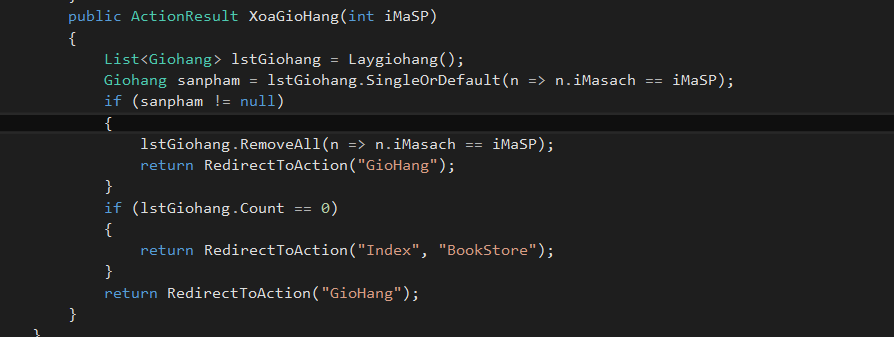
* Tạo view cho GioHang()



* Tạo phương thức CapnhatGiohang()



* Tạo phương thức XoaGioHang()



* Cập nhật view GioHang()

