

Lâm Hồng Nhứt CNTT

Bài 1: Triển khai class Circle theo diagram

```
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 = "red";
```

```
}
```

```
    public Circle (double radius, string color) {
```

```
        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 setColor (string color) {
```

```
        this.color = color;
```

```
}
```

```
    public double getArea () {
```

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```
    return Math.PI * radius * radius;  
}
```

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

Bài 2: Triển khai class Rectangle theo diagram

```
public class Rectangle {  
    private int length;  
    private int width;
```

```
// constructor mặc định  
public Rectangle() {  
    this.length = 0;  
    this.width = 0;  
}
```

```
// Constructor có 2 tham số  
public Rectangle(int length, int width) {  
    this.length = length;  
    this.width = width;  
}
```

// Setter & Getter

```
public void setLength(int length) {  
    this.length = length;  
}
```

```
public int getLength() {  
    return length;  
}
```

```
public void setWidth(int width) {  
    this.width = width;  
}
```

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```
public int getWidth() {  
    return width;  
}
```

// Tính diện tích

```
public int getArea() {  
    return length * width;  
}
```

// to string

@Override

```
public String toString() {  
    return "Rectangle [length=" + length + ", width=" + width + "]";  
}
```

Bài 4. Triển khai class Account theo diagram

X public class Account {
X private String id, name;
X 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 int credit (int amount) {  
    if (amount > 0) balance += amount;  
    return balance;  
}
```

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```
public int debit (int amount) {  
    if (amount <= balance) balance -= amount;  
    else System.out.println ("Thanh toán không thành công");  
    return balance;  
}
```

Bài 3:

```
public class Employee {  
    private int id;  
    private string LastName;  
    private string FirstName;  
    private int salary;  
  
    public Employee (int id, string FirstName, string LastName, int salary) {  
        this.id = id;  
        this.FirstName = FirstName;  
        this.LastName = LastName;  
        this.salary = salary;  
  
        public int getId () {  
            return id;  
        }  
  
        public string getFirstName () {  
            return string FirstName;  
        }  
  
        public string getLast Name () {  
            return string LastName;  
        }  
  
        public string getFullName () {  
            return Full last Name;  
        }  
}
```

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Bài 5:

```
public class Date {
    private int day;
    private int month;
    private int year;
}

public void Date (int day, int month; int year) {
    this.day = day;
    this.month = month;
    this.year = year;
}

public int get day () {
    return day;
}

public int get month () {
    return month;
}

public int get year () {
    return year;
}

public set day (int day) {
    this.day = day;
}

public set month (int month) {
    this.month = month;
}

public set year (int year) {
    this.year = year;
}

public boolean is leapyear () {
    if (year % 400 == 0)
        return true;
    if (year % 4 == 0 && year % 100 != 0)
        return true;
    return false;
}
```