Bài 1:

|  |
| --- |
| ToaDo |
| - x: double  - y: double  - ten: String |
| + getX():double  + setX(double): void  + getY():double  + setY(double): void  + getTen(): String  + setTen(String): void  + toaDo()  + toaDo(double, double, String)  + toString(): String |

Bài 2:

|  |
| --- |
| Point |
| - x: double  - y: double |
| + Point()  + Point(double, double)  + getX(): double  + setX(double): void  + getY(): double  + setY(double): void  + toString(): String  + negate(): void  + getDistance(): double |

Bài 3:

|  |
| --- |
| Cylinder |
| - radius: double  - height: double |
| + Cylinder()  + Cylinder(double, double)  + getRadius(): double  + setRadius(double): void  + getHeight(): double  + setHeight(double): void  + getSurfaceArea(): double  + getVolume(): double |

Bài 4:

|  |
| --- |
| DiemSinhVien |
| - maSV: int  - hoTen: String  - diemLT: double  - diemTH: double |
| + DiemSinhVien()  + DiemSinhVien(int, String, double, double)  + getMaSV(): int  + setMaSV(maSV: int): void  + getHoTen(): String  + setHoTen(hoTen: String): void  + getDiemLT(): double  + setDiemLT(diemLT: double): void  + getDiemTH(): double  + setDiemTH(diemTH: double): void  + tinhDiemTB(): double  + toString(): String |