Bài 1:

|  |
| --- |
| ToaDo |
| -x : int  -y: int  -ten: String |
| +ToaDo()  +ToaDo(float, float, String)  +getX(): int  +setX(int):void  +getY():int  +setY(int):void  +getThongTin(): String |

Bài 2:

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

Bai3

|  |
| --- |
| Cylinder |
| -banKinh:double  -chieuCao:double |
| +Cylinder()  +Cylinder(double, double)  +getBanKinh():double  +setBanKinh(double): void  +getChieuCao(): double  +setChieuCao(double): void  +tinhDienTichXungQuanh():double  +tinhDienTichToanPhan():double  +tinhTheTich():double |

Bai4

|  |
| --- |
| DiemSinhVien |
| -maSV:int  -hoten:String  -diemlt: float  -diemth: float |
| +DiemSinhVien()  +DiemSinhVien(int, String,float,float)  +getMaSV():int  +getHoTen():String  +getDiemLt():float  +getDiemTh():float  +setMaSV(int):void  +setHoTen(String):void  +setDiemLt(float):void  +setDiemTh(float):void  +tinhDiemTrungBinh():float  +toString()void |

Bai5

|  |
| --- |
| HinhTamGiac |
| -mA:float  -mB:float  -mC:float |
| +HinhTamGiac()  +HinhTamGiac(float, float, float)  +getMA():float  +getMB():float  +getMC():float  +setMA(float):void  +setMB(float):void  +setMC(float):void  +tinhChuVi():float  +tinhDienTich():float  +baoKetQua():float  +toString():void |

Bai6:

|  |
| --- |
| ThongTinDangKyXe |
| -chuXe: String  -loaiXe: String  -triGiaXe: double  -dungTichXiLanh: double |
| +ThongTinDangKyXe()  +ThongTinDangKyXe(String, String, double, double)  +getChuXe():String  +getLoaiXe():String  +getTriGiaXe(): double  +getDungTichXiLanh():double  +setChuXe(String): void  +setLoaiXe(String): void  +setTriGiaXe(double): void  +setDungTichXiLanh(double): void  +toString(): void  +tinhMucThue():float |

Bai7:

|  |
| --- |
| HangThucPham |
| -maHang : String  -tenHang: String  -donGia: float  -ngaySanXuat: float  -ngayHetHan: float |
| +HangThucPham()  +HangThucPham(String, String, float, float, float)  +getMaHang(): String  +getTenHang(): String  +getDonGia(): float  +getNgaySanXuat(): float  +getNgayHetHan(): float  +setMaHang(String): void  +setTenHang(String): void  +setDonGia(float): void  +setNgaySanXuat(float): void  +setNgayHetHan(float): void  +kiemTraHetHan(): String  +toString(): void |