Cau1

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| --- |
| ToaDo |
| -name: string  -x: float  -y: float |
| +ToaDo()  +ToaDo(String, float, float)  +getName(): string  +setName(String):void  +getX(): float  +setX(float): void  + getY(): float  + setY(float): void +toString(): string |

Cau2:

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

Cau3:

|  |
| --- |
| Cylinder |
| -banKinh: float  -chieuCao: float |
| +Cylinder()  +Cylinder(floa, float)  +getBanKinh(): float  +setBanKinh(float): void  +getChieuCao(): float +setChieuCao(float): void  +getDienTichXungQuanh(): float  +getDienTichToanPhan(): float  +getTheTich(): float  +toString():string |

Cau4:

|  |
| --- |
| DiemSinhVien |
| -maSV:int  -tenSV:string  -diemLT:float  -diemTH:float |
| +DiemSinhVien()  +DiemSinhVien(int, String, float, float) +getMaSV(): int +setMaSV(int): void +getTenSV(): string +setTenSV(string): void +getDiemLT():float  +setDiemLT(float):void +getDiemTH():float +setDiemTH(float):void  +getDiemTB():float  +toString():string |