**MODULE 2**

**Bài 1:**

|  |
| --- |
| ToaDo |
| - x: float  - y: float  - ten: string |
| <<getter/setter>>  + getX (): float  + setX (float): void  + getY (): float  + setY (float): void  + getTen (): string  + setTen (string): float  <<constructors>>  + ToaDo ()  + ToaDo (float, float)  + getThongTin (): string  + toString (): string |

**Bài 2:**

|  |
| --- |
| Point |
| - x: float  - y: float |
| <<Constructors>>  + Point ()  + Point (float, float)  + toString (): string  + negate (): Point  + getDistance (): float  <<getter/setter>>  + getX (): float  + setX (float): void  + getY (): float  + setY (float): void |

**Bài 3:**

|  |
| --- |
| Cylinder |
| - r: float  - h: float |
| <<getter/setter>>  + getR (): float  + setR (float): void  + getH (): float  + setH (float): void  <<Constructors>>  + Cylinder()  + Cylinder(float,float)  + tinhDienTichXungQuanh (): float  + tinhDienTichToanPhan (): float  + tinhTheTich (): float  + toString(): string |

**Bài 4:**

|  |
| --- |
| DiemSinhVien |
| - maSinhVien: int  - hoTen: string  - diemLT: float  - diemTH: float |
| <<Constructors>>  + DiemSinhVien ()  + DiemSinhVien (int, string, float, float)  + tinhDiemTrungBinh(): float  + toString (): string  <<getter/setter>>  + getMaSV (): int  + setMaSV (int): void  + getHoTen (): string  + setHoTen (string): void  + getDiemLT (): float  + setDiemLT (float): void  + getDiemTH (): float  + setDiemTH (float): void |

**Bài 5:**

|  |
| --- |
| HinhTamGiac |
| - ma: float  - mb: float  - mc: float |
| <<Constructors>>  + HinhTamGiac ()  + HinhTamGiac (float,float,float)  + tinhChuVi (): float  + tinhDienTich (): float  + xetTamGiac(): string  + toString (): string  <<getter/setter>>  + getMa (): float  + setMa (float): void  + getMb (): float  + setMb (float): void  + getMc (): float  + setMc (float): void |

**Bài 6:**

|  |
| --- |
| ThongTinDangKyXe |
| - chuXe: string  - loaiXe: string  - triGiaXe: float  - dungTichXylanh: int |
| <<Constructors>>  + ThongTinDangKyXe ()  + ThongTinDangKyXe (string, string, float, int)  + tinhThueTruocBa (): float  + toString (): string  <<getter/setter>>  + getChuXe (): string  + setChuXe (string): void  + getLoaiXe (): string  + setLoaiXe (string): void  + getTriGiaXe (): float  + setTriGiaXe (float): void  + getDungTichXylanh (): int  + setDungTichXylanh (int): void |

**Bài 7:**

|  |
| --- |
| HangThucPham |
| - maHang: string  - tenHang: string  - donGia: double  - ngaySanXuat: localDate  - ngayHetHan: localDate |
| <<Constructors>>  + HangThucPham (string, string, double,localDate,localDate)  + HangThucPham (string)  +hetHan(): boolean  + toString (): string  <<getter/setter>>  + getMaHang (): int  - setMaHang (int): void  + getTenHang (): string  + setTenHang (string): void  + getDonGia (): float  + setDonGia (float): void  + getNgaySanXuat (): string  + setNgaySanXuat (string): void  + getNgayHetHan (): string  + setNgayHetHan (string): void |

**Bài 8:**

|  |
| --- |
| Account |
| - accountNumber: long  - name: string  - balance: double  - RATE = 0.035: final double |
| <<constructors>>  + Account()  + Account(accNumber : long, name : String, balance : double)  + Account(accNumber : long, name : String)  <<property get>>  + getAccountNumber() : long  + getBalance() : double  + getName(): string  <<property set>>  + setAccountNumber(long): void  + setBalance(double): void  + setName(string): void  <<other methods>>  + deposit(amount : double) : boolean  + withdraw(amount : double, fee : double) : boolean  + addInterest() : void  + transfer(acc2 : Account, amount : double): boolean  + toString() : String |