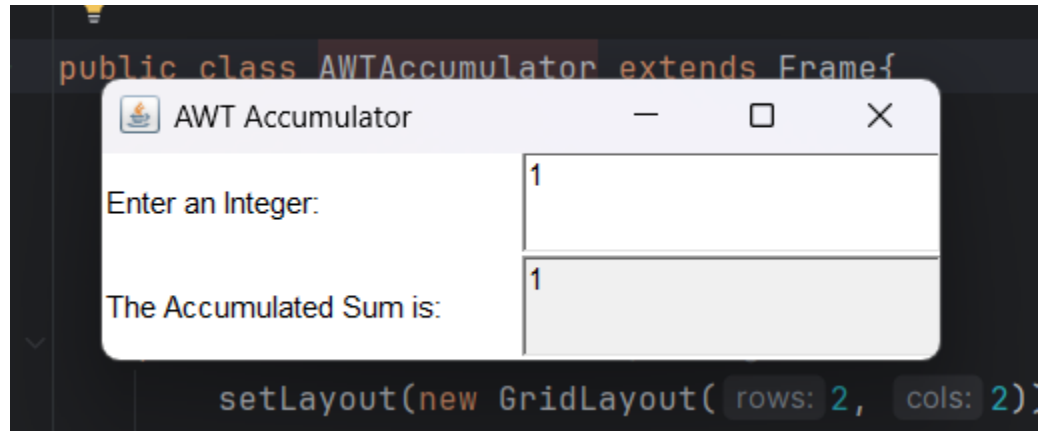


## Báo cáo thực hành lab 4

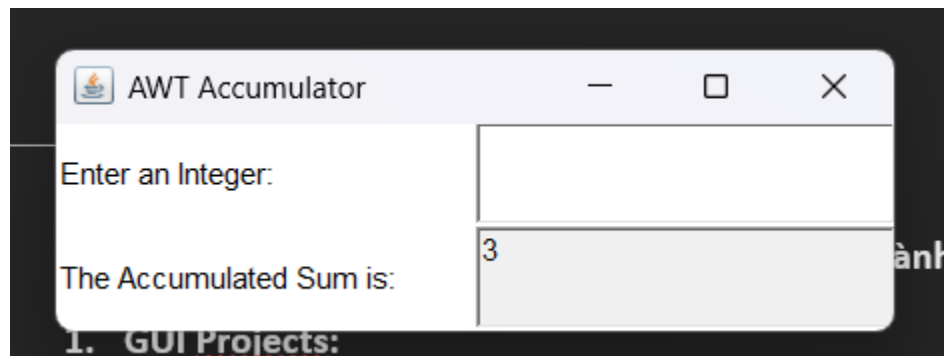
### 1. GUI Projects:

#### a. AWT Accumulator:

- Nhập 1:

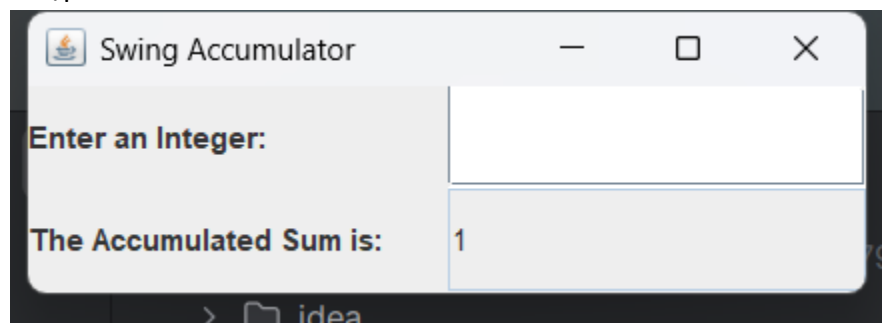


- Nhập thêm 2:

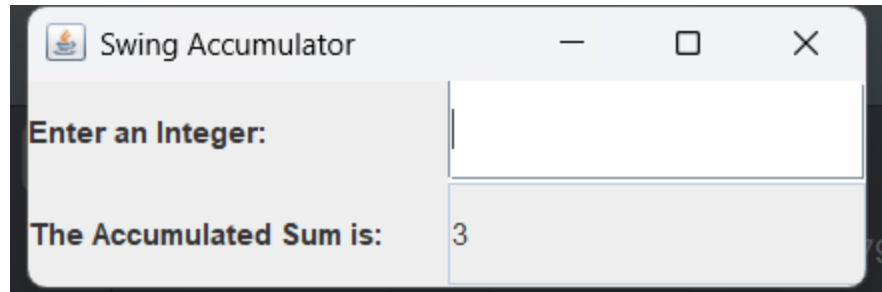


#### b. Swing Accumulator:

- Nhập 1:

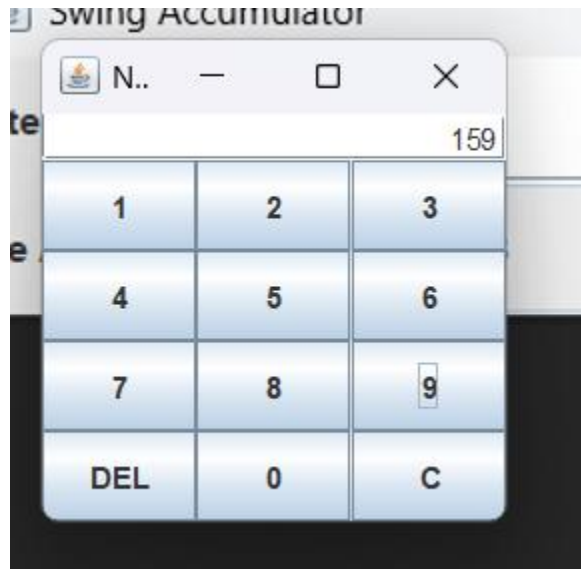


- Nhập 2:



c. Number Grid:

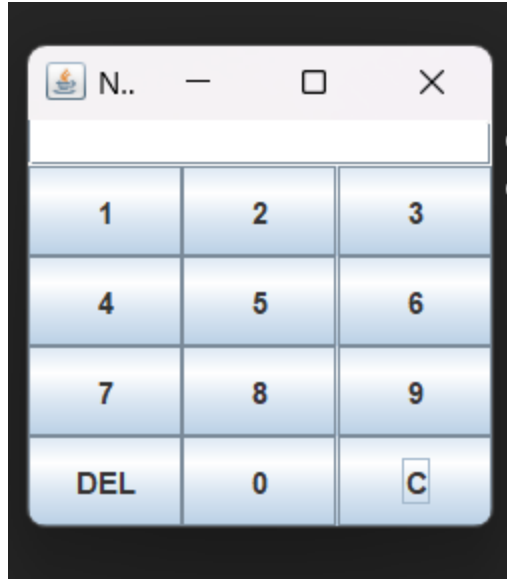
- Nhập 159 vào máy:



- Nhấn DEL:



- Nhấn C:



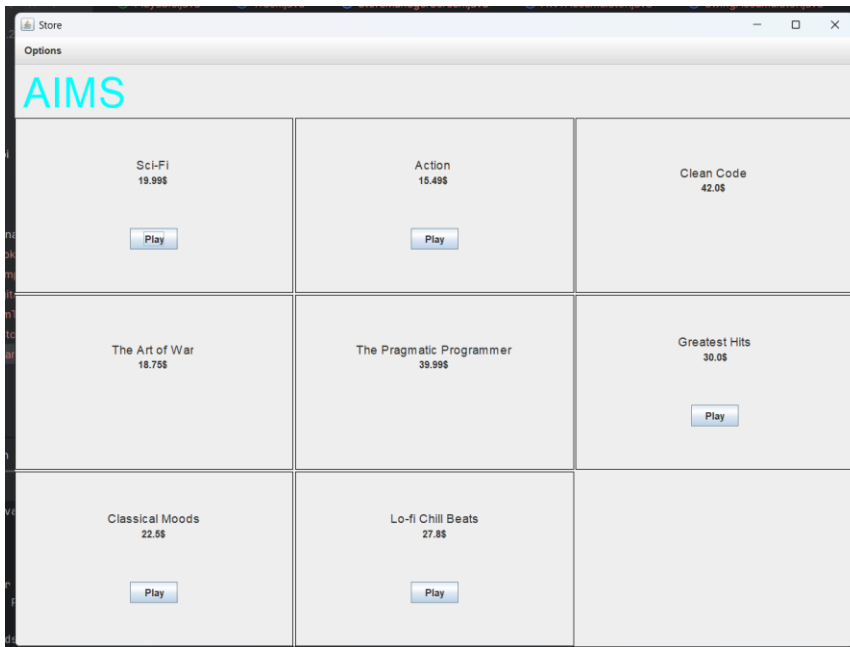
⇒ Những chương trình trên hoạt động đúng với mong muốn.

## 2. AIMS Project:

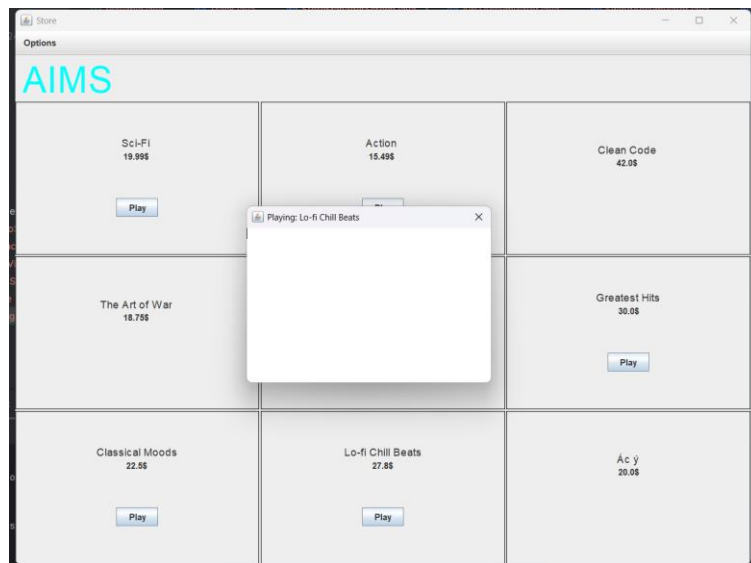
- Nhập vào Store những sản phẩm sau:

```
public static void main(String[] args) {  
    Store store = new Store();  
    store.addMedia(new DigitalVideoDisc( category: "Interstellar", title: "Sci-Fi", cost: 19.99f));  
    store.addMedia(new DigitalVideoDisc( category: "Inception", title: "Action", cost: 15.49f));  
    store.addMedia(new Book( title: "Clean Code", category: "Programming", cost: 42.00f));  
    store.addMedia(new Book( title: "The Art of War", category: "Strategy", cost: 18.75f));  
    store.addMedia(new Book( title: "The Pragmatic Programmer", category: "Programming", cost: 39.99f));  
    store.addMedia(new CompactDisc( title: "Greatest Hits", category: "Pop", cost: 30.00f));  
    store.addMedia(new CompactDisc( title: "Classical Moods", category: "Classical", cost: 22.50f));  
    store.addMedia(new CompactDisc( title: "Lo-fi Chill Beats", category: "Electronic", cost: 27.80f));  
  
    new StoreManagerScreen(store);  
}
```

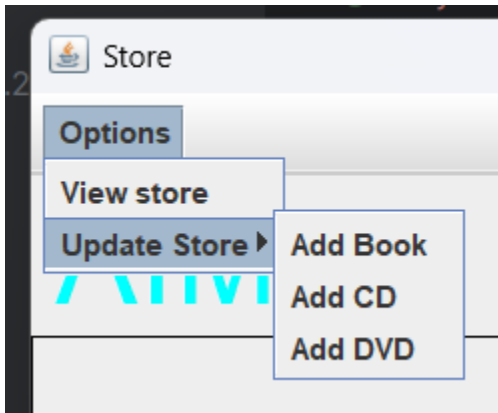
- Ta chạy StoreManagerScreen:



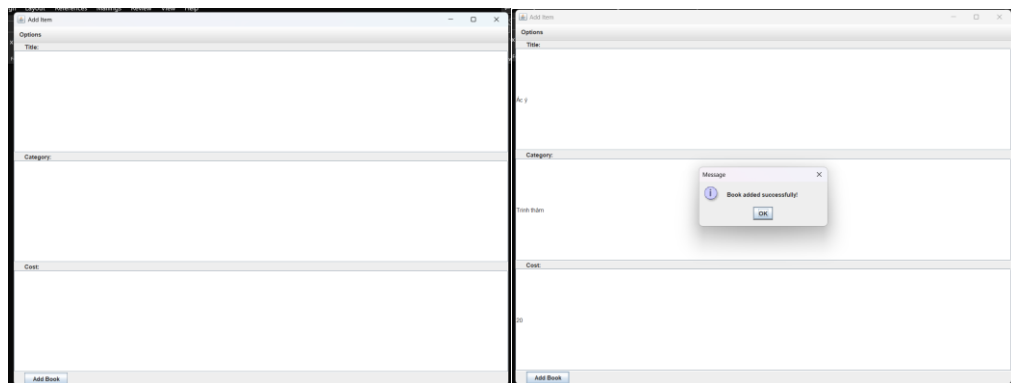
- Hiện ra thông tin của những sản phẩm Media
- Những sản phẩm Playable đều có nút play hiện lên:



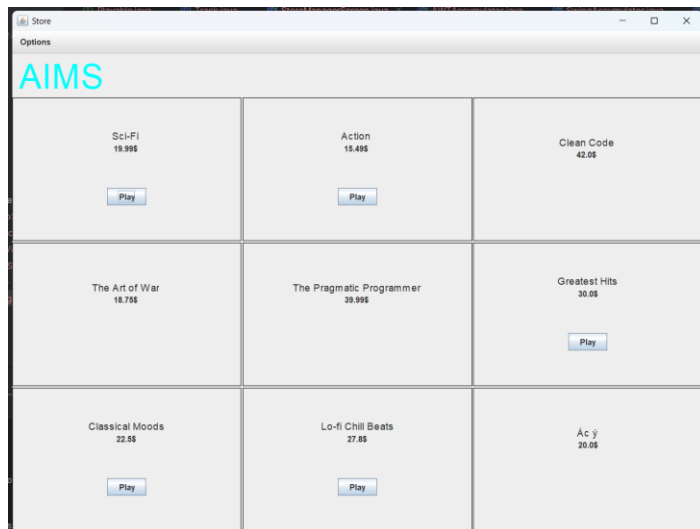
- Khi muốn add thêm sản phẩm:



- VD: add book



- Sau khi add:



-