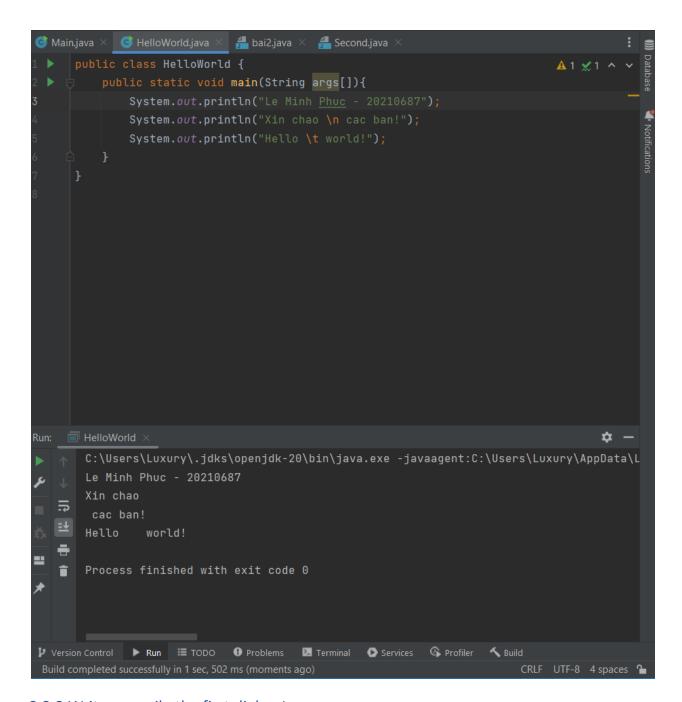
# BÁO CÁO THỰC HÀNH LAB 1 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

### The Very First Java Programs

2.2.1 Write, compile the first Java application:

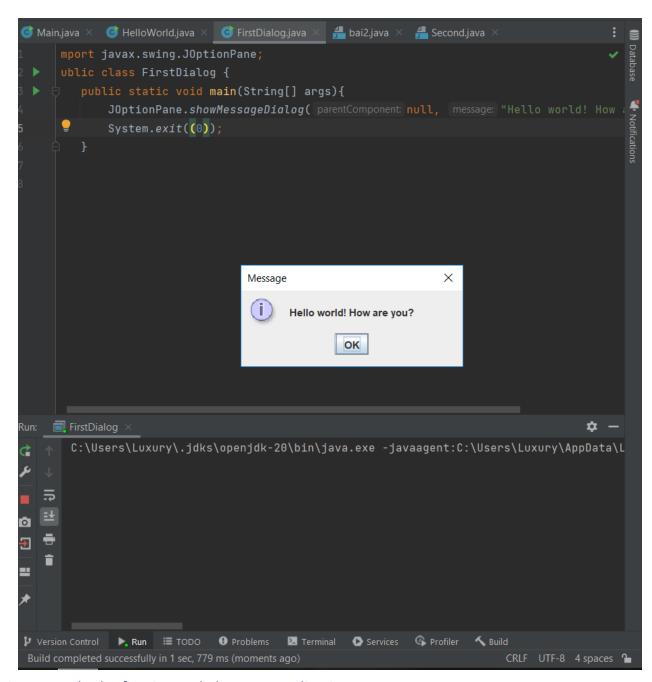
```
1 //Example 1: HelloWorld.java
2 //Text-printing program
3 public class HelloWorld {
4
5    public static void main(String args[]){
6        System.out.println("Xin chao \n cac ban!");
7        System.out.println("Hello \t world!");
8
9    } // end of method main
10 }
```

Kết quả



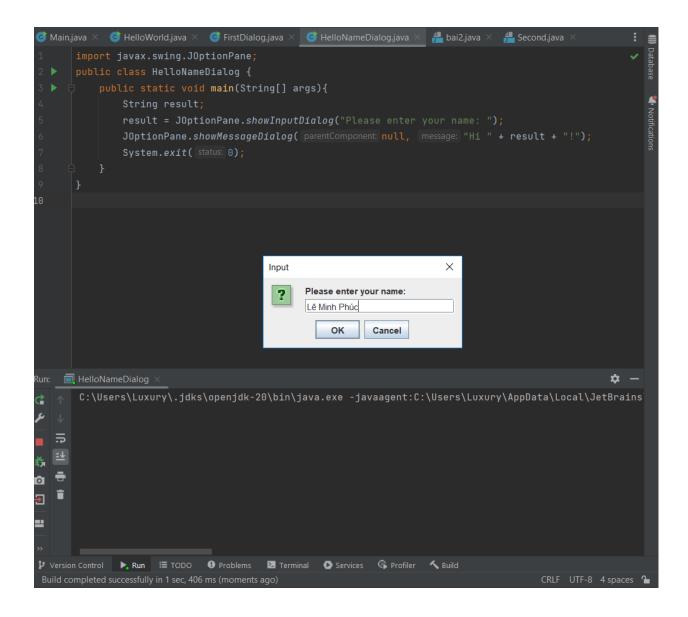
#### 2.2.2 Write, compile the first dialog Java program

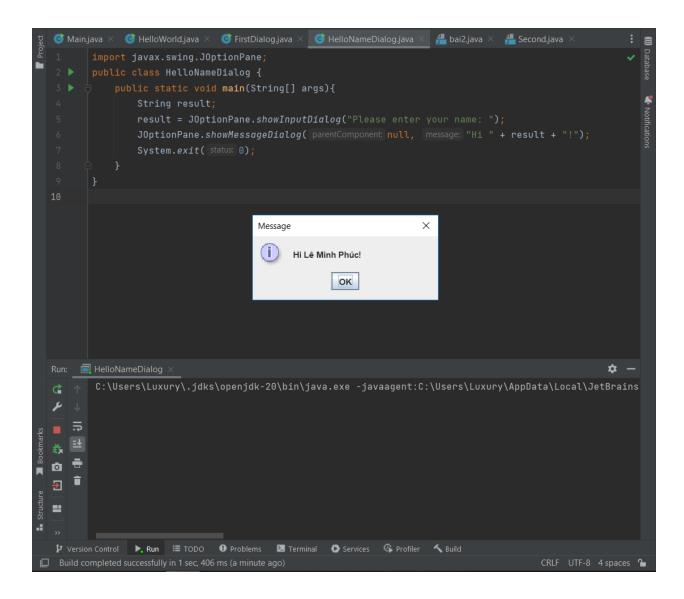
```
1 // Example 2: FirstDialog.java
2 import javax.swing.JOptionPane;
3 public class FirstDialog{
4  public static void main(String[] args){
5     JOptionPane.showMessageDialog(null, "Hello world! How are you?");
6     System.exit(0);
7  }
8 }
```



#### 2.2.3 Write, compile the first input dialog Java application

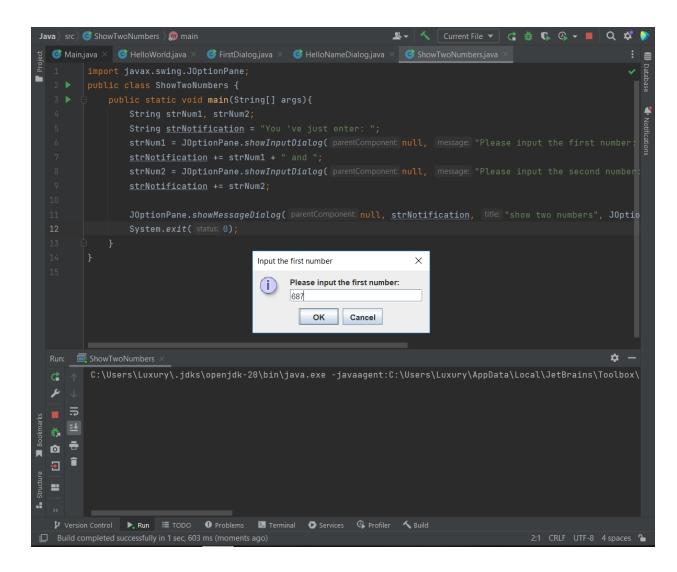
```
1 // Example 3: HelloNameDialog.java
2 import javax.swing.JOptionPane;
3 public class HelloNameDialog{
4  public static void main(String[] args){
5   String result;
6   result = JOptionPane.showInputDialog("Please enter your name:");
7   JOptionPane.showMessageDialog(null, "Hi "+ result + "!");
8   System.exit(0);
9  }
10 }
```

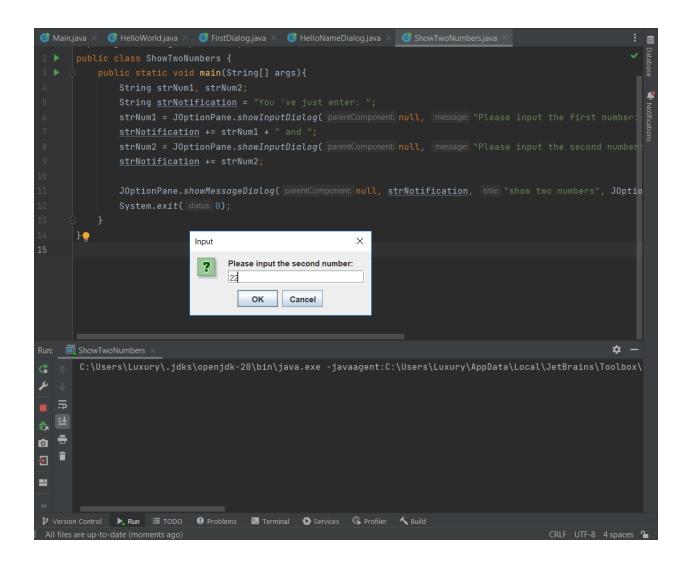


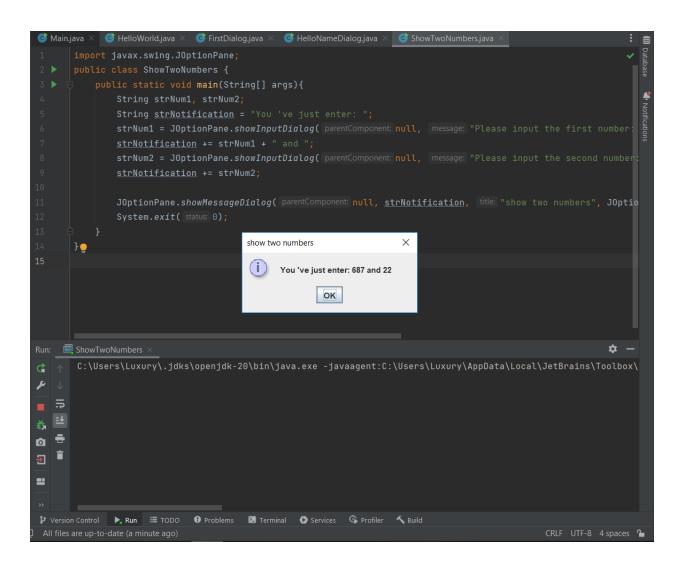


### 2.2.4 Write, compile, and run the following example:

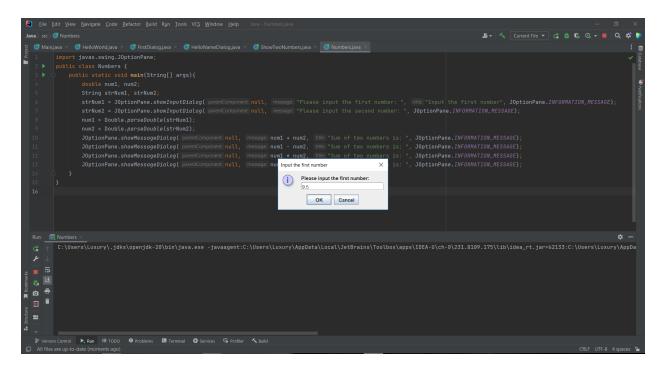
```
1 // Example 5: ShowTwoNumbers.java
 2 import javax.swing.JOptionPane;
 3 public class ShowTwoNumbers {
 49 public static void main(String[] args){
        String strNum1, strNum2;
        String strNotification = "You've just entered: ";
 6
 7
        strNum1 = JOptionPane.showInputDialog(null,
 8
                    "Please input the first number: ","Input the first number",
 9
10
                    JOptionPane. INFORMATION_MESSAGE);
        strNotification += strNum1 + " and ";
11
12
        strNum2 = JOptionPane.showInputDialog(null,
13
                    "Please input the second number: ", "Input the second number",
14
                    JOptionPane.INFORMATION_MESSAGE);
15
        strNotification += strNum2;
16
17
18
        JOptionPane.showMessageDialog(null,strNotification,
                    "Show two numbers", JOptionPane. INFORMATION_MESSAGE);
19
        System.exit(0);
20
     }
21
22 }
```

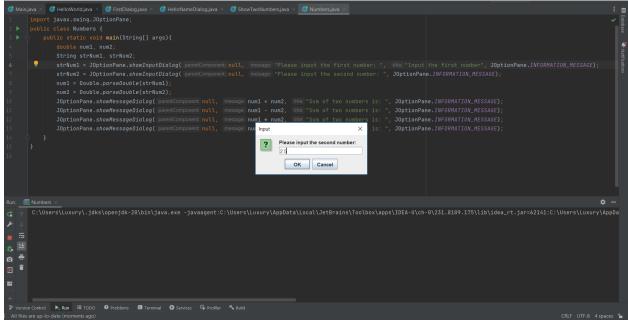


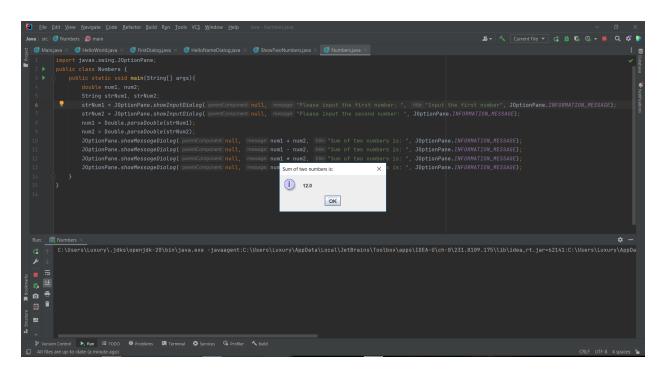


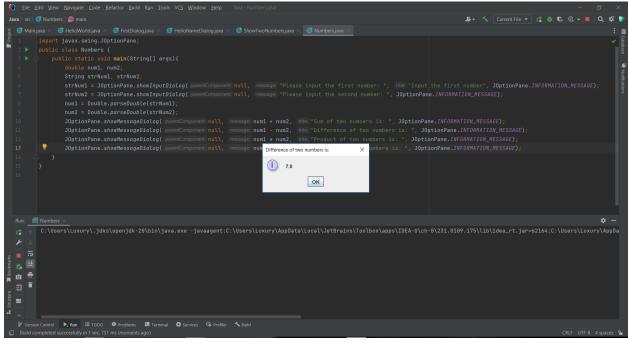


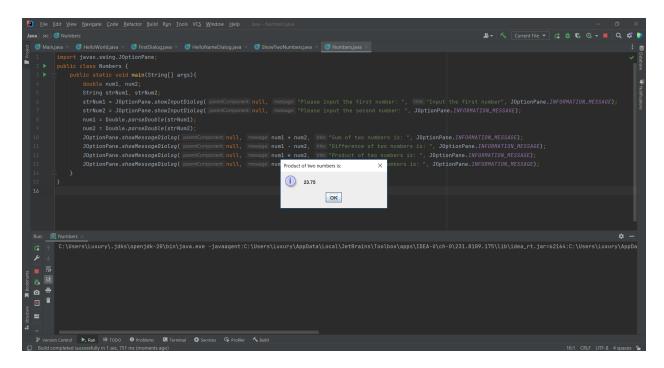
2.2.5 Write a program to calculate sum, difference, product, and quotient of 2 double numbers which are entered by users.

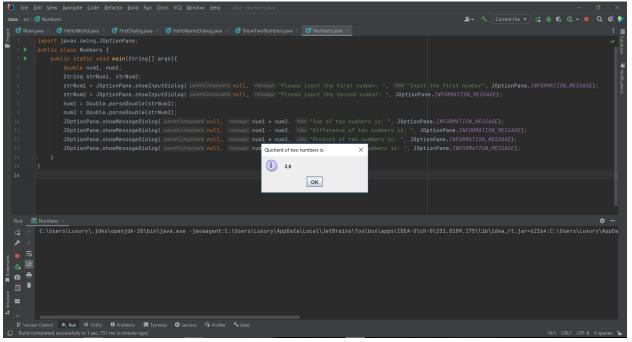










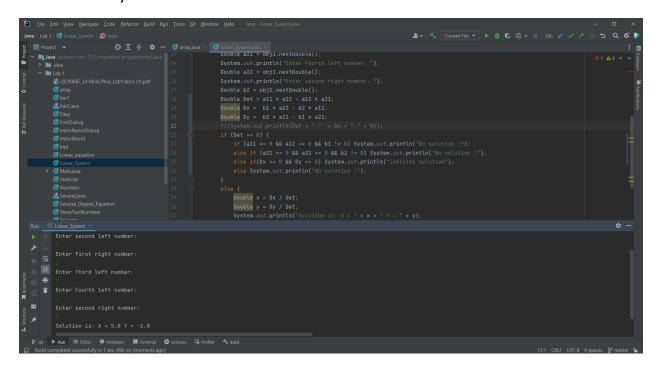


#### 2.2.6:

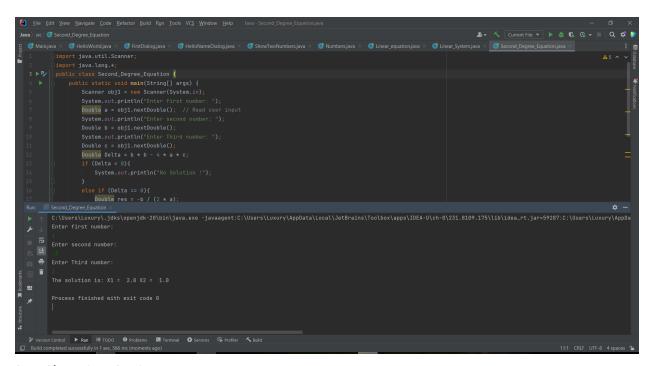
### 1. Linear equation

```
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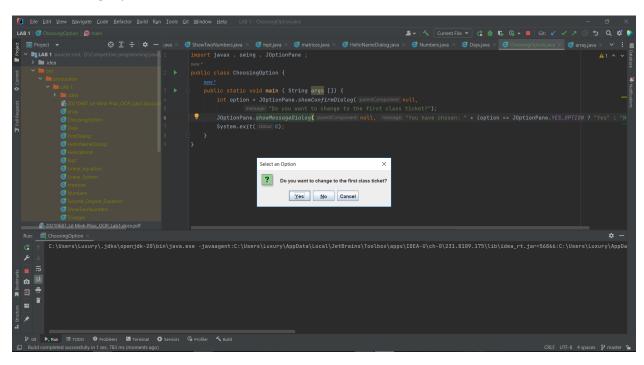
### 2. Linear system



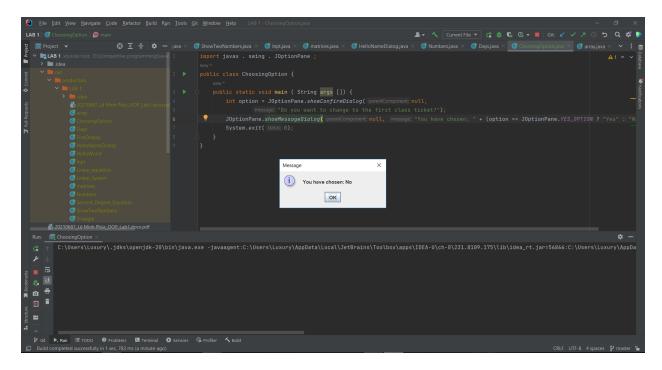
# 3. The Second Degree Equation



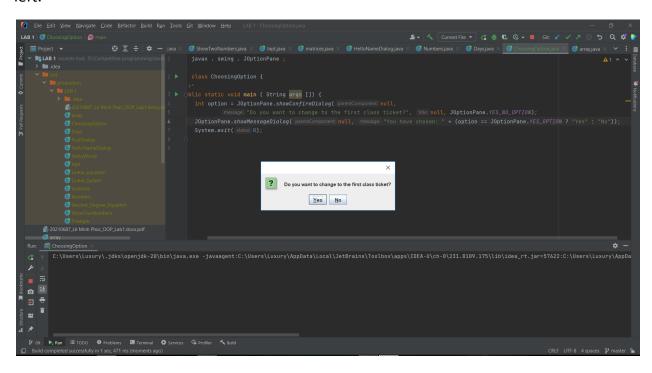
### 6.1: Choosing Option



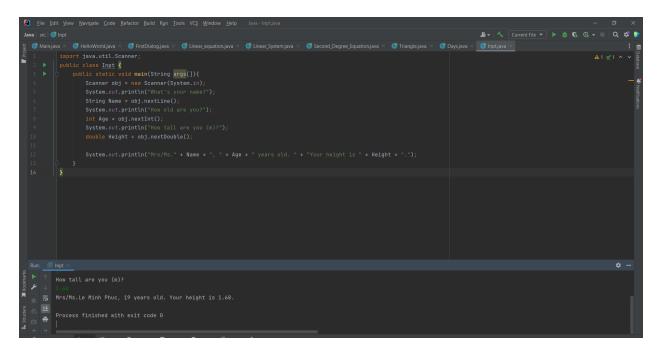
Question 1: When you hit "Cancel", it will count as a negative choice so the "You have chosen: No" dialog will popup.

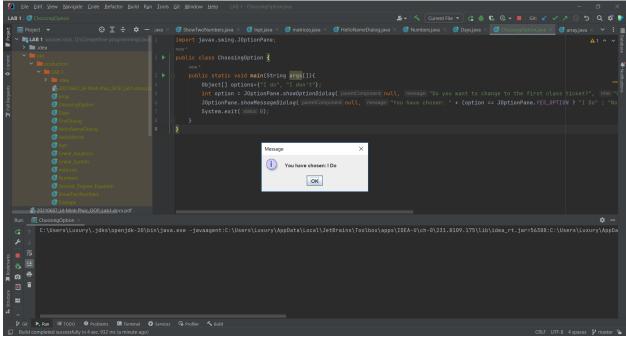


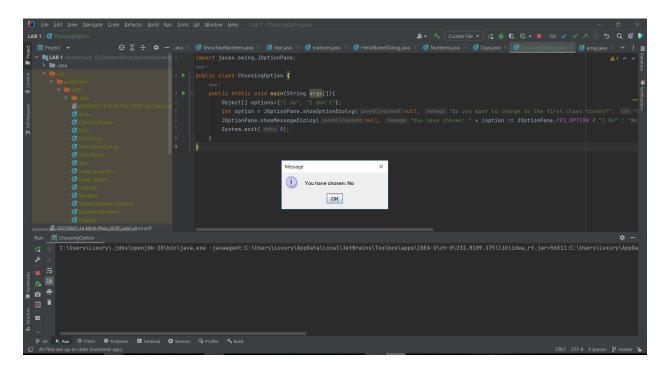
Question 2: You can use JOptionPane. YES\_NO\_OPTION so there will be 2 options left.



## 6.2: Input from keyboard







## 6.3: Triangle

6.4: Write a program to display the number of days of a month

## 6.5: Arrays

#### 6.6: Matrices

