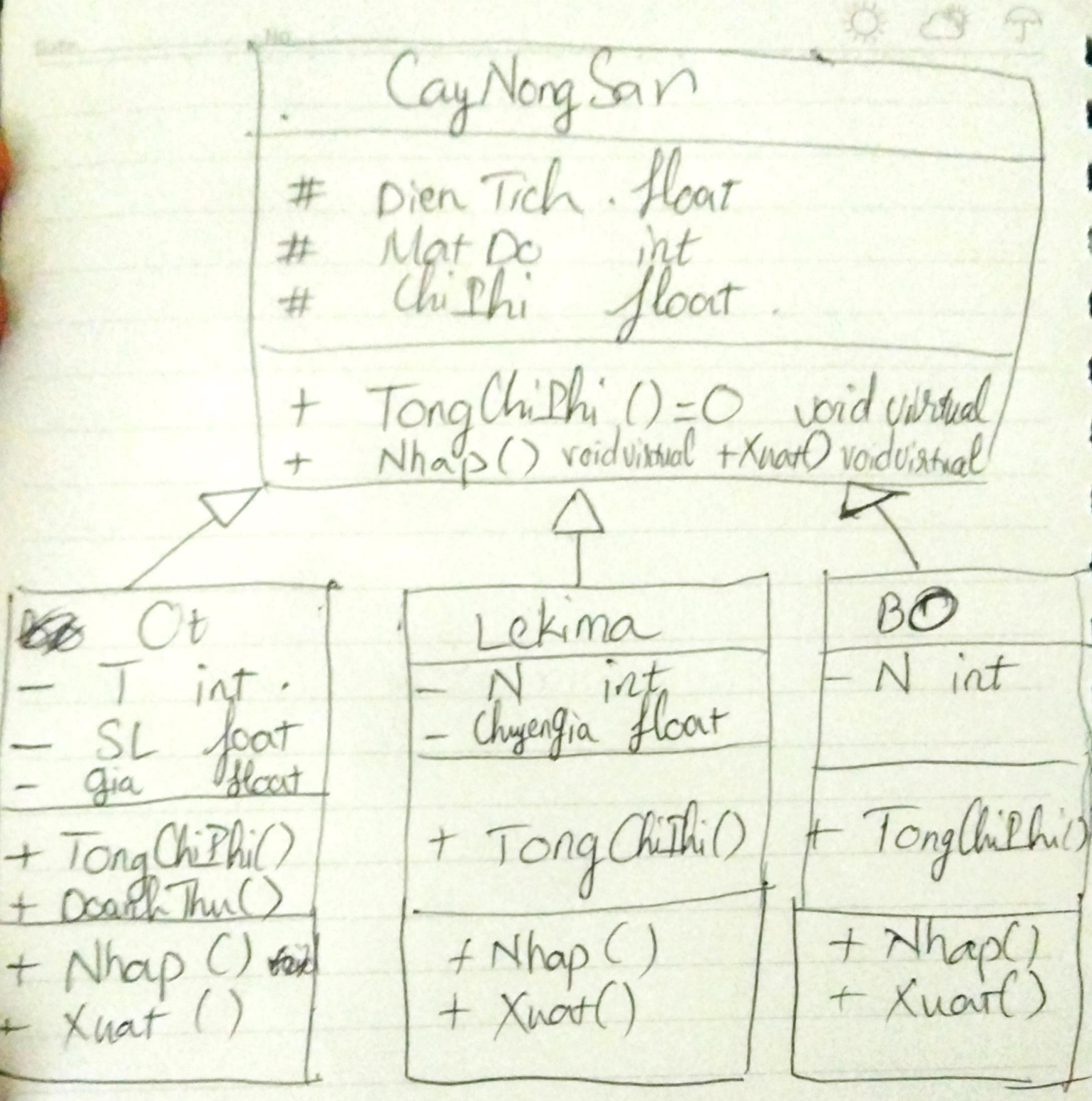
CayNongSan
DienTich . float
MatDo int
ChiPhi float .
+ TongChiPhi () =0 void virtual
+ Nhap() void virtual +Xuat() void virtual
Ot
- T int .
- SL float
- gia float
+ TongChiPhi()
+ DoanhThu()
+ Nhap ()
+ Xuat ()
Lekima
- N int
- Chuyengia float
+ TongChiPhi()
+ Nhap ()
+ Xuat()
BO
- N int
+ TongChiPhi()
+ Nhap()
+ Xuat()

CÂY NÔNG SẢN

Câu 2)

```
class CayNongSan
{
    float DienTich, ChiPhi;
    int MatDo;
public:
    CayNongSan(){DienTich=0; ChiPhi=0; MatDo=0;}
    ~CayNongSan(){};
    virtual float TongChiPhi()=0;
    virtual void Nhap(); virtual void Xuat();};

class Bo : CayNongSan
{
    int N;
public:
    float TongChiPhi() override
    { return DienTich* MatDo* ChiPhi* N;}
    void Nhap() override; void Xuat() override();
};
class Lakima
{ int N; float ChuyenGia;
public:
    float TongChiPhi() override
    { return ((DienTich* MatDo* ChiPhi+ ChuyenGia)*
    void Nhap() override; void Xuat override();};
```

```
virtual void CayNongSan::Nhap()
{ cin >> DienTich >> MatDo >> ChiPhi; }

virtual void CayNongSan::Xuat()
{ cout << DienTich << MatDo << ChiPhi; }.
```

```
class Ot
{
    int T;
    float gia, SL;
public:
    float DoanhThu()
    { return ((DienTich * SL * gia) * (12 - T) / 12 ); }
    float TongChiPhi()
    { return DienTich * ChiPhi; }
    void Nhap() override; void Xuat() override;
};
int main()
{
    int n; cin >> n;
    CayNongSan** DSCay = new CayNongSan*[n];
    int k; //
    for (int i=0; i<n; ++i) {
        cin >> k;
        if (k == 1)
        DSCay[i] = new Bo;
        if (k == 2)
        DSCay = new Lekima;
        if (k == 3)
        DSCay = new Ot;
    DSCay -> Nhap(); }
```