Thực hành lập trình hướng đối tượng

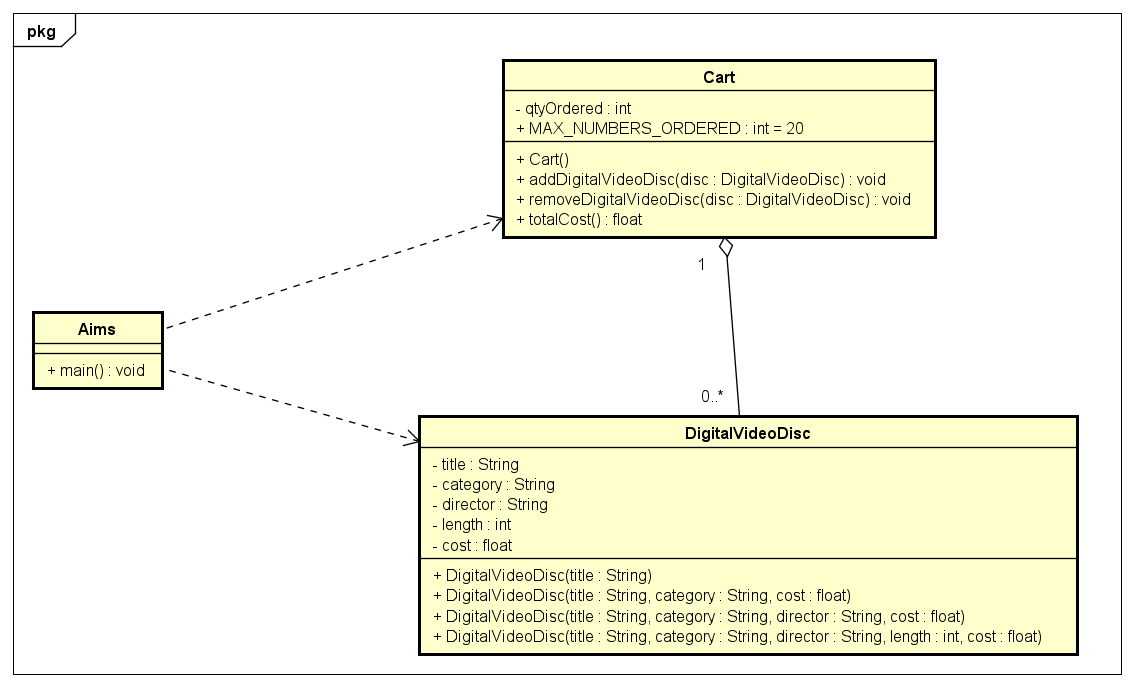
Báo cáo thực hành Lab02

Trần Nhật Minh – 20215284

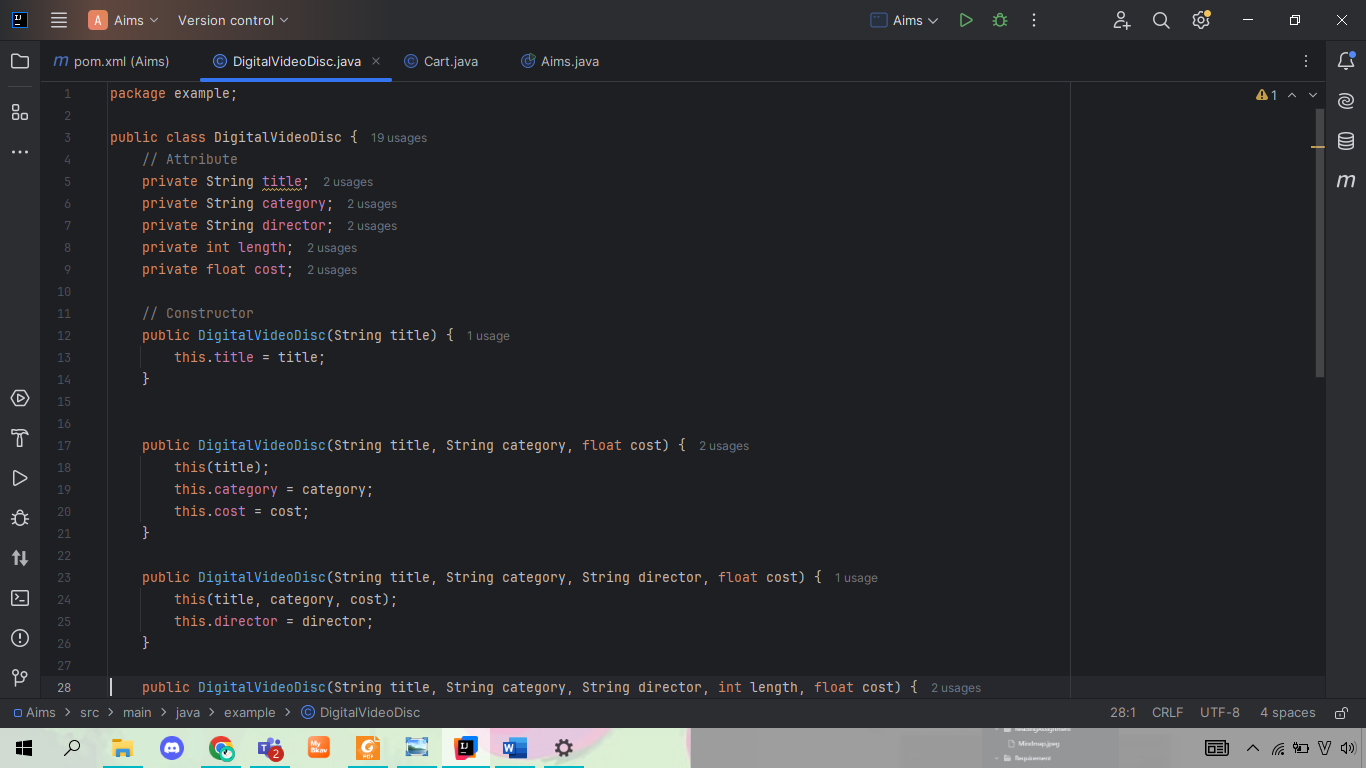
1. Use case diagram

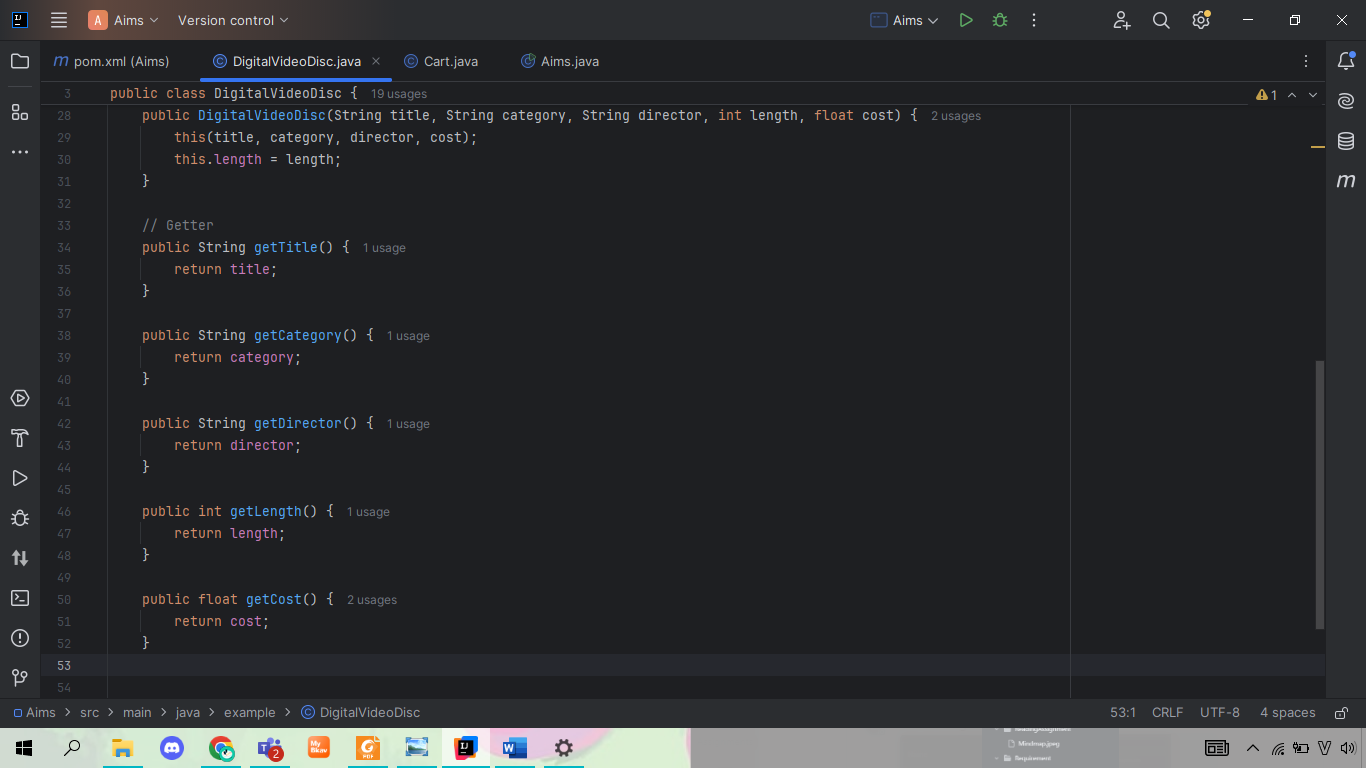


1. Class diagram

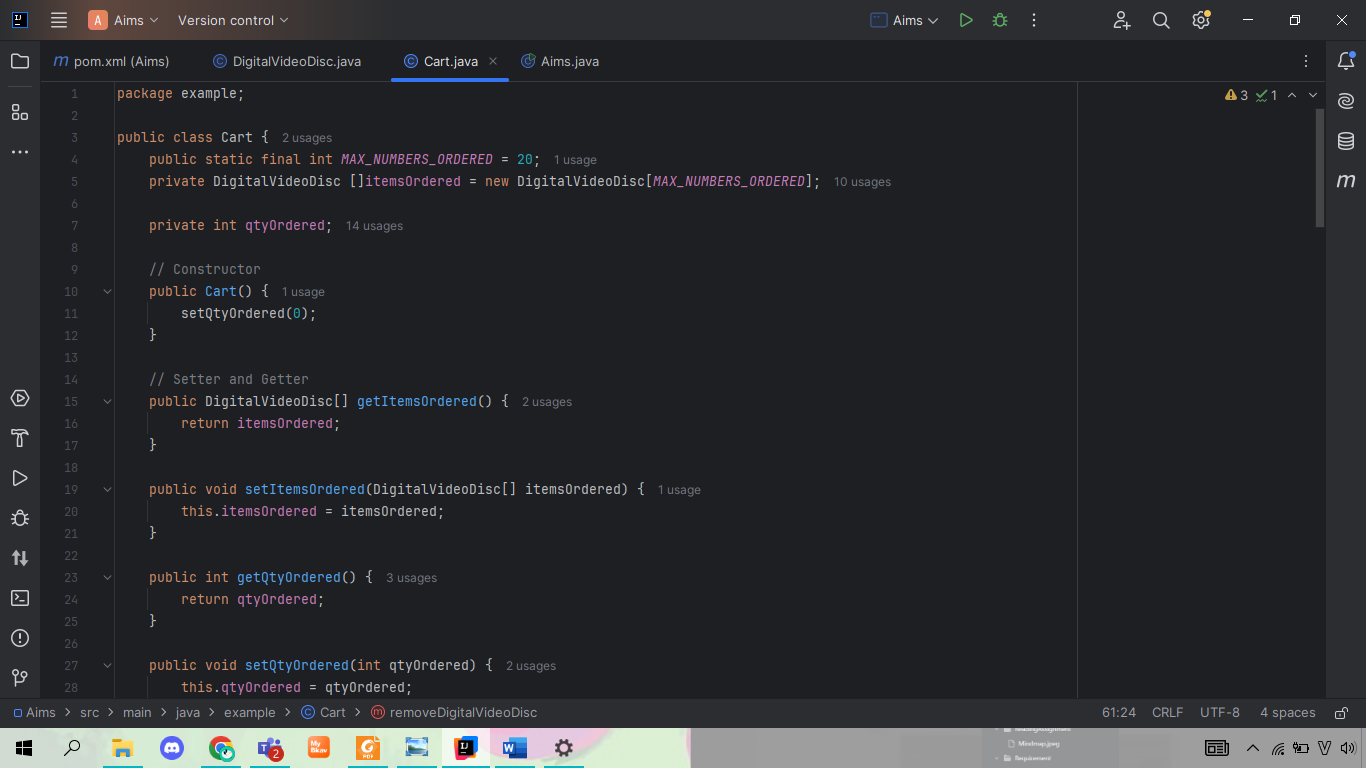


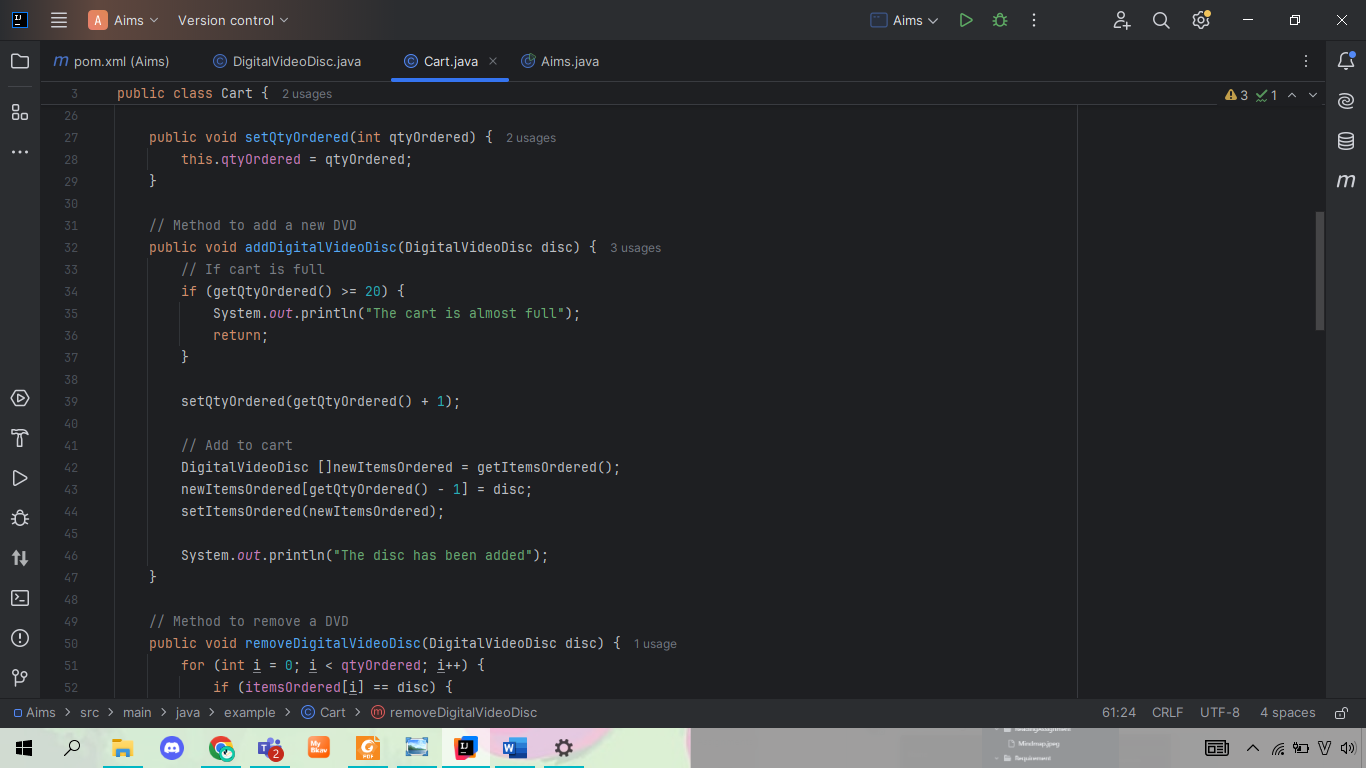
1. Lớp DigitalVideoDisc

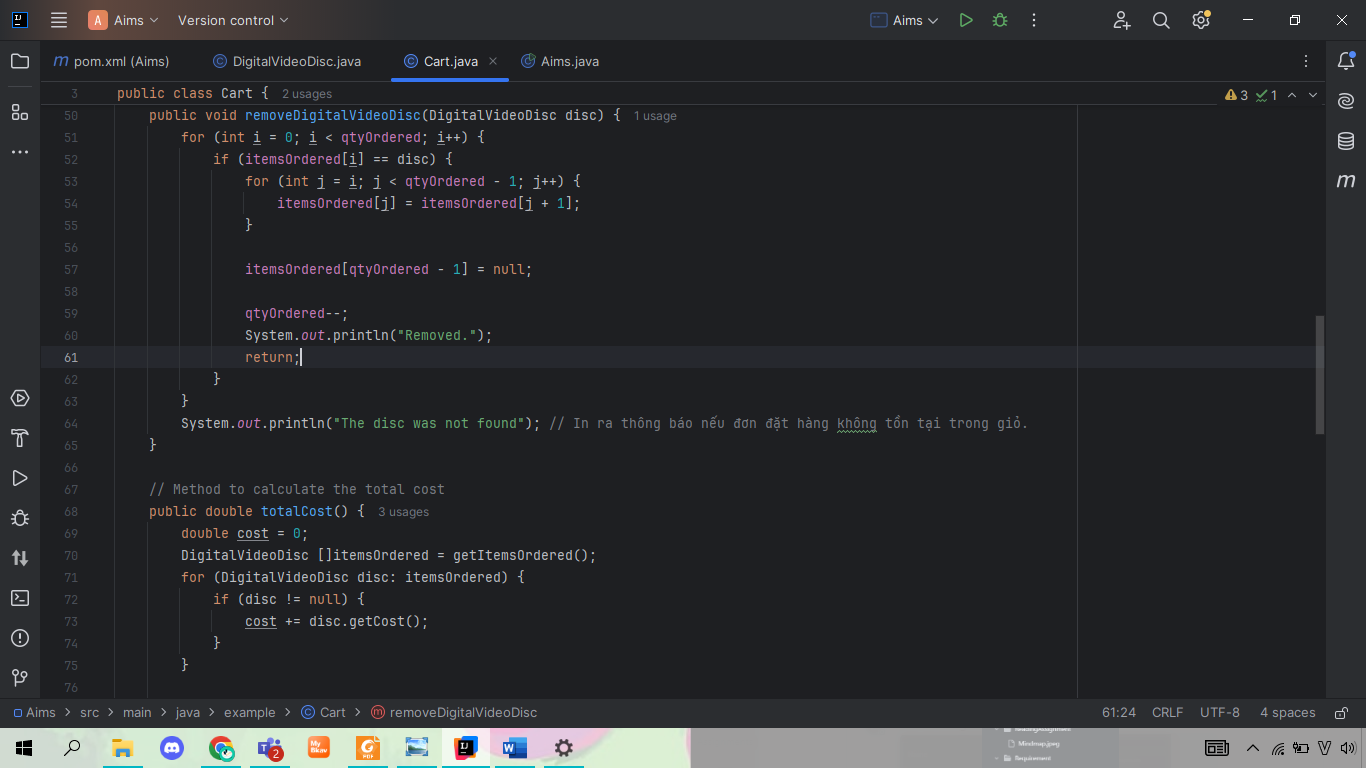


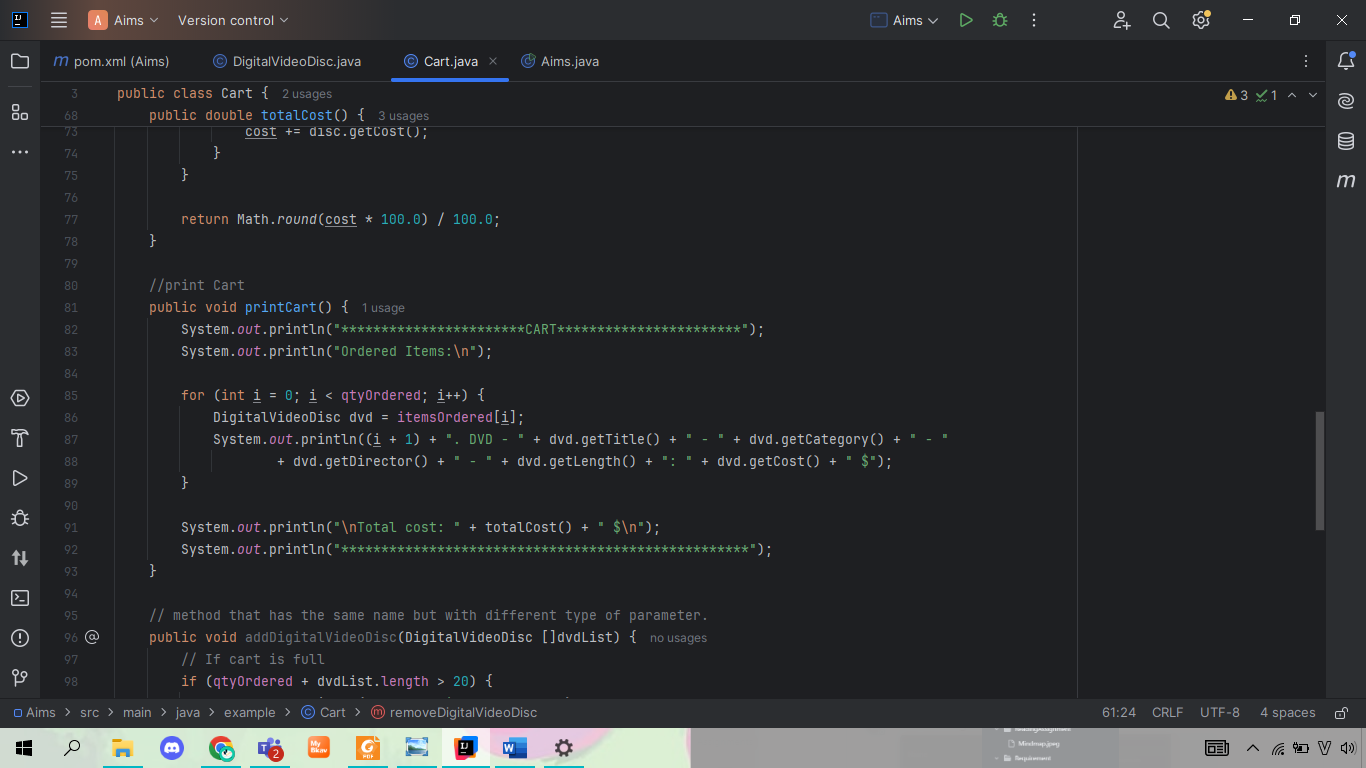


1. Lớp Cart

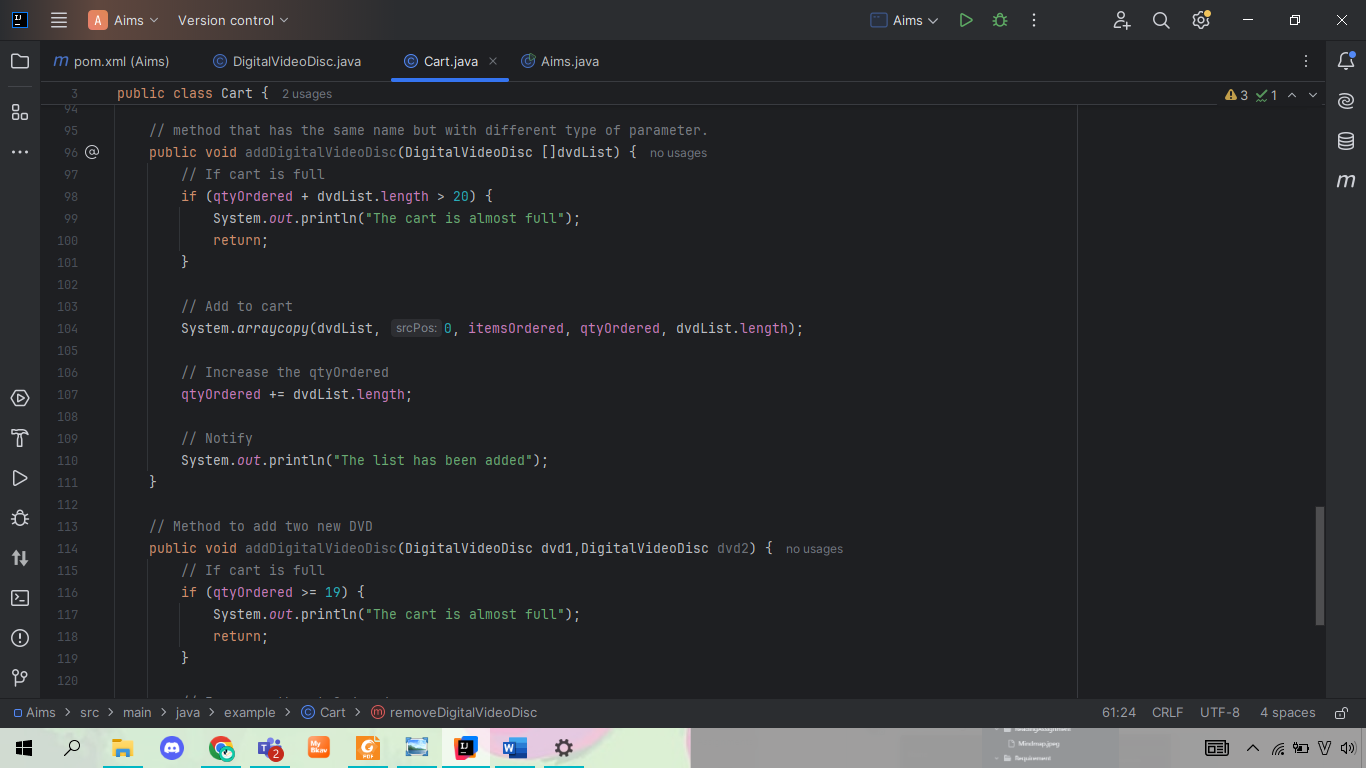


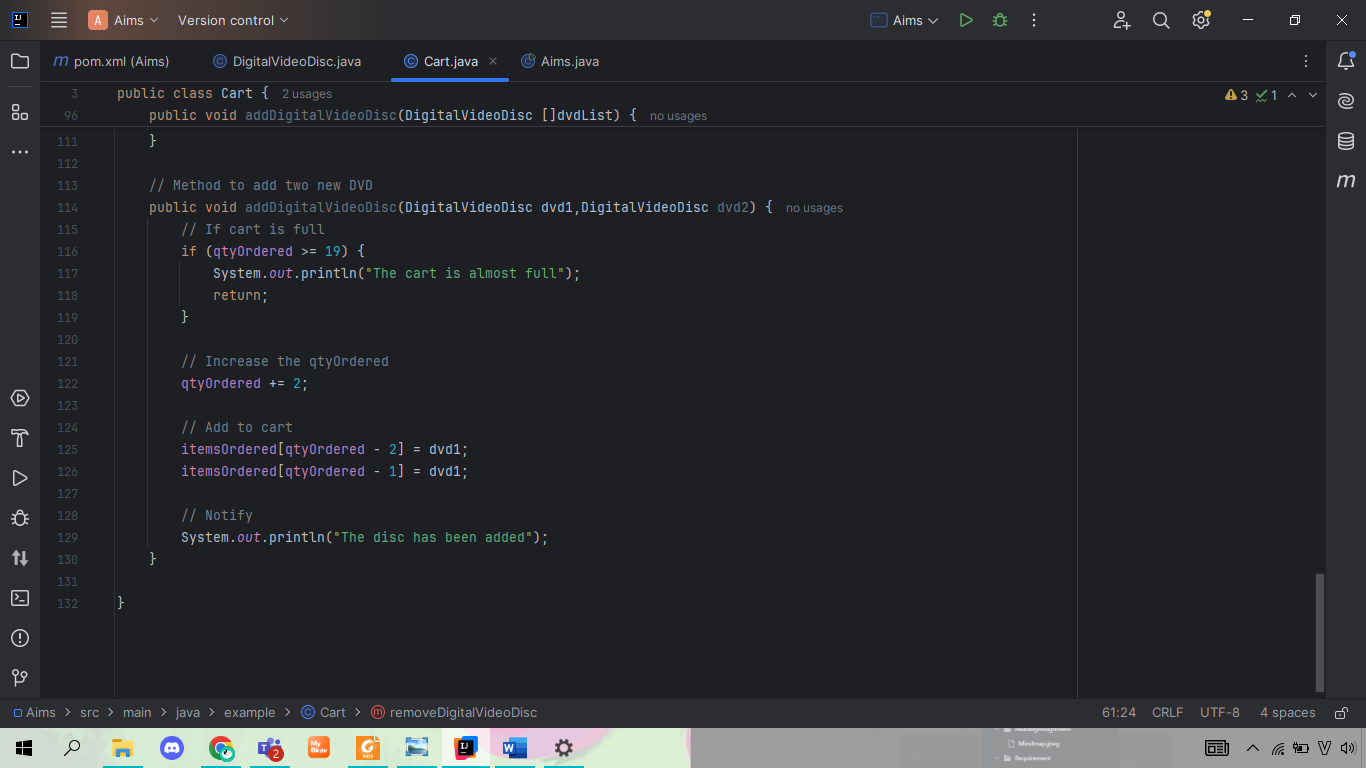




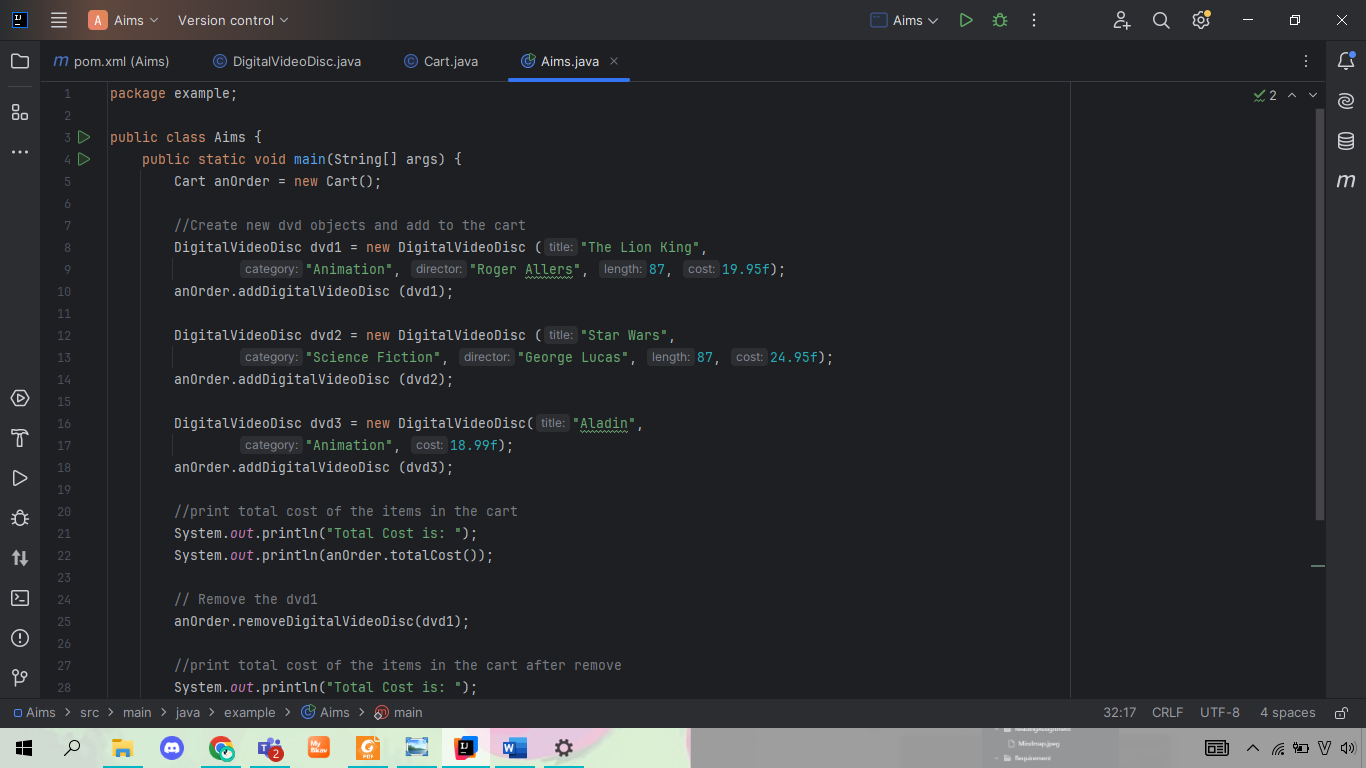


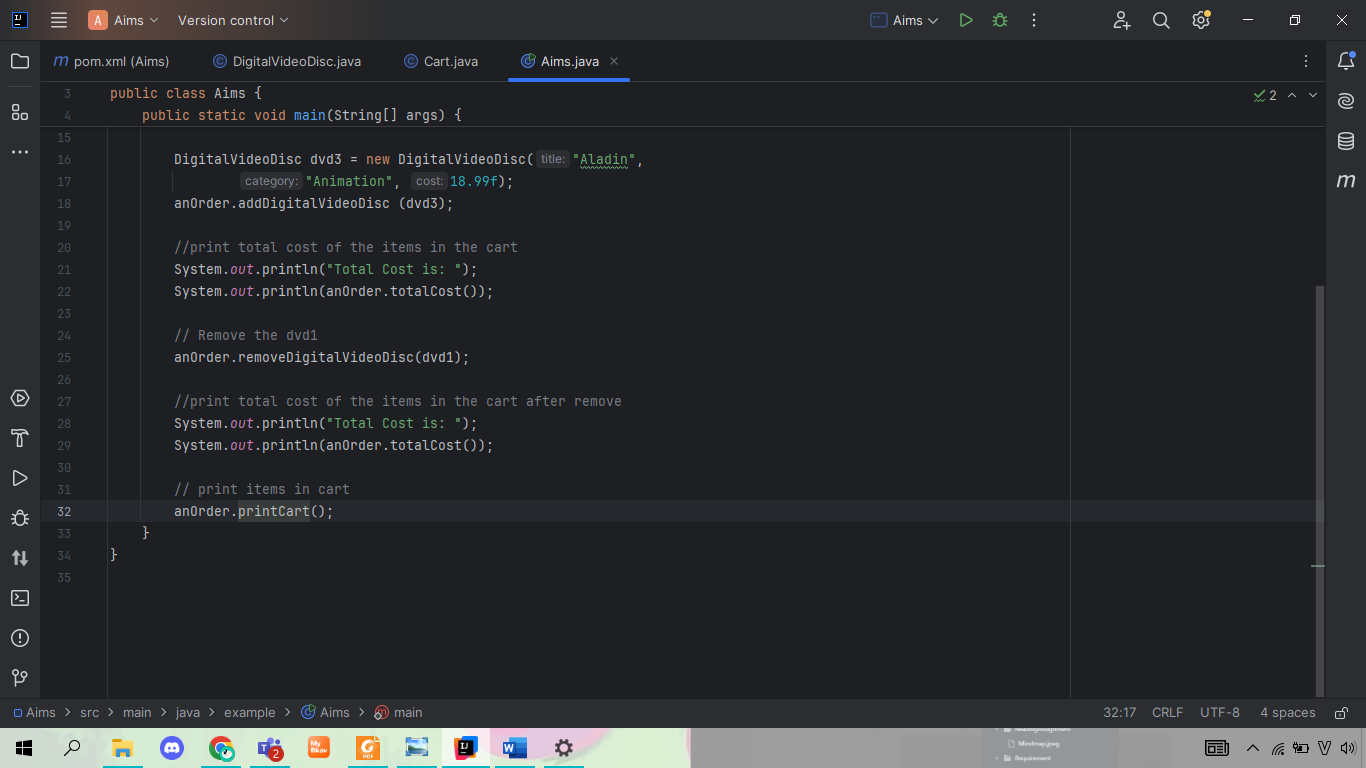
Các lớp overloading





1. Lớp Aims





Kết quả:

