Bài tập trong lớp

Bài 1:

package com.mycompany.lab03;

public class HinhVuong {

public float canh\_a;

public HinhVuong(float canh\_a) {

if (canh\_a > 0) {

this.canh\_a = canh\_a;

}

}

public void setCanh(float canh\_a) {

if (canh\_a > 0) {

this.canh\_a = canh\_a;

}

}

public float getCanh() {

return canh\_a;

}

}

package com.mycompany.lab03;

public class HinhTron {

public float Ban\_kinh;

public HinhTron(float Ban\_kinh) {

if (Ban\_kinh > 0) {

this.Ban\_kinh = Ban\_kinh;

}

}

public void setR(float Ban\_kinh) {

if (Ban\_kinh > 0) {

this.Ban\_kinh = Ban\_kinh;

}

}

public float getR() {

return Ban\_kinh;

}

}

Bài 2:

package com.mycompany.lab03;

public class Vector {

public float x, y, z;

public Vector(){}

public Vector(float x, float y, float z) {

this.x = x;

this.y = y;

this.z = z;

}

public float congVector(Vector V){

new Vector(this.x + v.x, this.y + v.y, this.z + v.z);

}

public float truVector(Vector V){

new Vector(this.x - v.x, this.y - v.y, this.z - v.z);

}

public void nhanVector\_voi\_hangso(float hang\_so){

new Vector(this.x\*hang\_so,this.y\*hang\_so,this.z\*hang\_so);

}

}

Bài 3:

package com.mycompany.lab03;

public class Nhan\_vien {

public String tenNhanVien;

public double luongCoBan, heSoLuong, LUONG\_MAX, tangLuong;

public Nhan\_vien(String tenNhanVien, double luongCoBan, double heSoLuong, double LUONG\_MAX) {

this.tenNhanVien = tenNhanVien;

if (luongCoBan > 0) {

this.luongCoBan = luongCoBan;

}

if (heSoLuong > 0) {

this.heSoLuong = heSoLuong;

}

if (LUONG\_MAX > 0) {

this.LUONG\_MAX = LUONG\_MAX;

}

}

public void setTNV(String tenNhanVien) {

this.tenNhanVien = tenNhanVien;

}

public String getTNV() {

return this.tenNhanVien;

}

public void setLCB(double luongCoBan) {

if (luongCoBan > 0) {

this.luongCoBan = luongCoBan;

}

}

public double getLCB() {

return this.luongCoBan;

}

public void setHSL(double heSoLuong) {

if (heSoLuong > 0) {

this.heSoLuong = heSoLuong;

}

}

public double getHSL() {

return this.heSoLuong;

}

public void setLM(double LUONG\_MAX) {

if (LUONG\_MAX > 0) {

this.LUONG\_MAX = LUONG\_MAX;

}

}

public double getLM() {

return this.LUONG\_MAX;

}

boolean tangLuong(double heSoLuong) {

if (this.heSoLuong \* this.luongCoBan > 0) {

System.out.println("Khong thay doi luong");

return false;

}

return true;

}

public void inTTin() {

System.out.println("Ten: " + this.tenNhanVien);

System.out.println("Luong co ban: " + this.luongCoBan);

System.out.println("He so luong:" + this.luongCoBan);

System.out.println("Luong cao nhat: " + this.LUONG\_MAX);

System.out.println("Luong: " + this.tangLuong);

System.out.println("thay doi luong: " + this.tangLuong(10));

}

}

Bài 1 trong lab3:

package com.mycompany.lab03;

public class Point2D {

public float x, y;

public Point2D() {

this.x = 0.0f;

this.y = 0.0f;

}

public Point2D(float x, float y) {

this.x = x;

this.y = y;

}

public float getX() {

return this.x;

}

public float getY() {

return this.y;

}

}

package com.mycompany.lab03;

public class Triangle {

public float width, hegth;

public Triangle() {

this.width = 0.0f;

this.hegth = 0.0f;

}

public Triangle(float width, float hegth) {

this.width = width;

this.hegth = hegth;

}

public float getW() {

return this.width;

}

public float getH() {

return this.hegth;

}

public void setW(float W) {

this.width = W;

}

public void setH(float H) {

this.hegth = H;

}

@Override

public String toString() {

return this.width + " " + this.hegth;

}

}

package com.mycompany.lab03;

public class Fraction {

public int numerator, denominator;

public Fraction() {

this.numerator = 0;

this.denominator = 0;

}

public Fraction(int num, int den) {

if (den == 0) {

this.numerator = 0;

this.denominator = 1;

} else {

this.numerator = num;

this.denominator = den;

}

}

public Fraction(Fraction f) {

this.numerator = f.numerator;

this.denominator = f.denominator;

}

public Fraction add(Fraction f) {

int a = this.numerator \* f.denominator + this.denominator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fraction(a, b);

}

public Fraction sub(Fraction f) {

int a = this.numerator \* f.denominator - this.denominator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fraction(a, b);

}

public Fraction mul(Fraction f) {

int a = this.numerator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fraction(a, b);

}

public Fraction div(Fraction f) {

int a = this.numerator \* f.denominator;

int b = this.denominator \* f.numerator;

return new Fraction(a, b);

}

@Override

public String toString() {

return this.numerator + " " + this.denominator;

}

}

bài 2:

package com.mycompany.lab03;

public class Student {

public String stID, stName, stClass;

public Student() {

this.stName = "";

this.stID = "";

this.stClass = "";

}

public Student(String stID, String stName, String stClass) {

this.stName = stName;

this.stID = stID;

this.stClass = stClass;

}

public Student(Student st) {

this.stName = st.stName;

this.stID = st.stID;

this.stClass = st.stClass;

}

public String getStID() {

return this.stID;

}

public String getStName() {

return this.stName;

}

public String getStClass() {

return this.stClass;

}

public void setStID(String stID) {

this.stID = stID;

}

public void setStName(String stName) {

this.stName = stName;

}

public void setStClass(String stClass) {

this.stClass = stClass;

}

@Override

public String toString() {

return this.stName + " " + this.stID + " " + this.stClass;

}

}

package com.mycompany.lab03;

public class Book {

public String boCode, boTitle, boAuthor;

public Book() {

this.boCode = "";

this.boTitle = "";

this.boAuthor = "";

}

public Book(String boCode, String boTitle, String boAuthor) {

this.boCode = boCode;

this.boTitle = boTitle;

this.boAuthor = boAuthor;

}

public Book(Book bo) {

this.boCode = bo.boCode;

this.boTitle = bo.boTitle;

this.boAuthor = bo.boAuthor;

}

public String getBocode() {

return this.boCode;

}

public String getBotitle() {

return this.boTitle;

}

public String getBoauthor() {

return this.boAuthor;

}

}