BÀI 1 trong lab :

Point2D

package lab3;

public class Point2D {

private float x = 0.0f;

private float y = 0.0f;

public Point2D () {

}

public Point2D (float x, float y) {

this.x=x;

this.y=y;

}

public float getX() {

return x;

}

public float getY() {

return y;

}

}

Triangle:

package lab3;

public class Triangle {

private float width = 0.0f;

private float height = 0.0f;

public Triangle() {

}

public Triangle(float width, float height) {

this.width = width;

this.height = height;

}

public float getWidth() {

return width;

}

public float getHeight() {

return height;

}

public void setWidth (float width) {

this.width = width;

}

public void setHeight (float height) {

this.height = height;

}

@Override

public String toString() {

return this.height + "&" + this.width;

}

}

Fraction:

package lab3;

public class Fraction {

private int numerator;

private int denominator;

public Fraction() {

}

public Fraction(int num, int den) {

this.numerator = num;

this.denominator = den;

}

public Fraction(Fraction f) {

}

public int getNumerator () {

return this.numerator;

}

public int getDenominator() {

return this.denominator;

}

public void setNumerator (int num) {

this.numerator = num;

}

public void setDenominator (int den) {

this.denominator = den;

}

public Fraction addFraction(Fraction f) {

int num = this.getNumerator() \* f.getDenominator() + this.getDenominator() \* f.getNumerator();

int den = this.getDenominator() \* f.getDenominator();

return new Fraction(num, den);

}

public Fraction subFraction(Fraction f) {

int num = this.getNumerator() \* f.getDenominator() - this.getDenominator() \* f.getNumerator();

int den = this.getDenominator() \* f.getDenominator();

return new Fraction(num, den);

}

public Fraction mulFraction(Fraction f) {

int num = this.getNumerator() \* f.getNumerator();

int den = this.getDenominator() \* f.getDenominator();

return new Fraction(num, den);

}

public Fraction divFraction(Fraction f) {

int num = this.getNumerator() \* f.getDenominator();

int den = this.getDenominator() \* f.getNumerator();

return new Fraction(num, den);

}

@Override

public String toString() {

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

}

}

BÀI 2 Trong lab:

Student:

package lab3\_1;

public class Student {

private String stID;

private String stName;

private String stClass;

public Student(){}

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

this.stID = stID;

this.stName = stName;

this.stClass = stClass;

}

public Student(Student st) {}

public String getStID() {

return stID;

}

public String getStName() {

return stName;

}

public String getStClass() {

return stClass;

}

public void setStID(String id) {

this.stID= id;

}

public void setStName(String name) {

this.stName= name;

}

public void setStClass(String cl) {

this.stClass= cl;

}

@Override

public String toString() {

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

}

}

Book:

package lab3\_1;

public class Book {

private String boCode;

private String boTitle;

private String boAuthor;

public Book() {}

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

this.boCode = boCode;

this.boTitle = boTitle;

this.boAuthor = boAuthor;

}

public Book (Book bo){}

public String getBoCode() {

return this.boCode;

}

public String getBoTitle() {

return this.boTitle;

}

public String getBoAuthor() {

return this.boAuthor;

}

public void setBoCode (String code) {

this.boCode = code;

}

public void setBoTitle (String title) {

this.boTitle = title;

}

public void setBoAuthor (String authorname) {

this.boAuthor = authorname;

}

@Override

public String toString() {

return this.boCode+"-"+this.boTitle+"-"+this.boAuthor;

}

}

LibraryCard:

package lab3\_1;

public class LibraryCard {

private long lbCode;

private String owner;

private int borrowCount;

public LibraryCard() {}

public LibraryCard(long lbCode, String owner, int borrowCount) {

this.lbCode = lbCode;

this.owner = owner;

this.borrowCount = borrowCount;

}

public long getLbCode() {

return this.lbCode;

}

public String getOwner() {

return this.owner;

}

public int getBorrowCount() {

return this.borrowCount;

}

public void setLbCode (long code) {

this.lbCode = code;

}

public void setOwer (String owner) {

this.owner = owner;

}

public void checkOut(int num) {

if(num == 0)

System.out.println("so lan checkout cua ban = 0 ");

else {

System.out.println("so lan check out cua ban > 0");

}

}

@Override

public String toString() {

return this.lbCode+"-"+this.owner+"-"+this.borrowCount;

}

}

BÀI TẬP LỚP

BÀI 1:

Hình Tròn:

package tronvuong;

public class HinhTron {

private double r;

public HinhTron(double r) {

this.r=r;

}

public double getR () {

return r;

}

public void setR(double r) {

if(r>=0)

this.r = r;

}

public double chuVi() {

double cv = this.r\*2\*Math.PI;

return cv;

}

public double dienTich() {

double dt = this.r\*this.r\*Math.PI;

return dt;

}

}

Hình Vuông:

package tronvuong;

public class HinhVuong {

private double a;

public HinhVuong(double a) {

this.a= a;

}

public double getA() {

return this.a;

}

public void setA(double a) {

if(a>=0)

this.a =a;

}

public double chuVi () {

double cv = this.a\*4;

return cv;

}

public double dienTich () {

double dt = this.a\*this.a;

return dt;

}

}

Bài 2:

Vector:

package vector;

public class Vector {

private double x;

private double y;

private double z;

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

this.x = x;

this.y = y;

this.z = z;

}

public double getX() {

return this.x;

}

public void setX(double x) {

this.x = x;

}

public double getY() {

return this.y;

}

public void setY(double y) {

this.y = y;

}

public double getZ() {

return this.z;

}

public void setZ(double z) {

this.z = z;

}

public Vector addVector(Vector v) {

double a=this.getX()+v.x;

double b=this.getY()+v.y;

double c=this.getZ()+v.z;

return new Vector(a,b,c);

}

public Vector subVector(Vector v) {

double a=this.getX()-v.x;

double b=this.getY()-v.y;

double c=this.getZ()-v.z;

return new Vector(a,b,c);

}

public Vector mulVector(double r) {

double a=this.getX()\*r;

double b=this.getY()\*r;

double c=this.getZ()\*r;

return new Vector(a,b,c);

}

public double mulvohuong(Vector v) {

double a= this.getX()\*v.x+this.getY()\*v.y+this.getZ()\*v.z;

return a;

}

}

Bài 3:

Nhân viên:

package lop;

public class NhanVien {

private String tenNhanVien;

private double luongCoBan;

private double heSoLuong;

private double LUONG\_MAX;

public NhanVien (String nv, double luong, double heluong , double LUONG\_MAX) {

this.tenNhanVien = nv;

this.luongCoBan = luong;

this.heSoLuong = heluong;

this.LUONG\_MAX = LUONG\_MAX;

}

public String getTenNhanVien () {

return this.tenNhanVien;

}

public double getLuongCoBan () {

return this.luongCoBan;

}

public double getHeSoLuong () {

return this.heSoLuong;

}

public double getLUONG\_MAX () {

return this.LUONG\_MAX;

}

public void setTenNhanVien( String tenNhanVien) {

this.tenNhanVien = tenNhanVien;

}

public void setLuongCoBan( double luongCoBan) {

this.luongCoBan = luongCoBan;

}

public void setHeSoLuong( double heSoLuong) {

this.heSoLuong = heSoLuong;

}

public void setLUONG\_MAX (double LUONG\_MAX) {

this.LUONG\_MAX = LUONG\_MAX;

}

public double tinhLuong (double luong) {

luong = this.luongCoBan\*this.heSoLuong;

return luong;

}

public void inTin() {

System.out.println(this.tenNhanVien +"-"+ this.luongCoBan+"-"+this.heSoLuong+"-"+this.LUONG\_MAX);

}

public boolean tangLuong (double x) {

double luongSauTang = this.heSoLuong + x;

double tinhLuong = luongSauTang\*this.luongCoBan;

return tinhLuong < this.LUONG\_MAX;

}

}