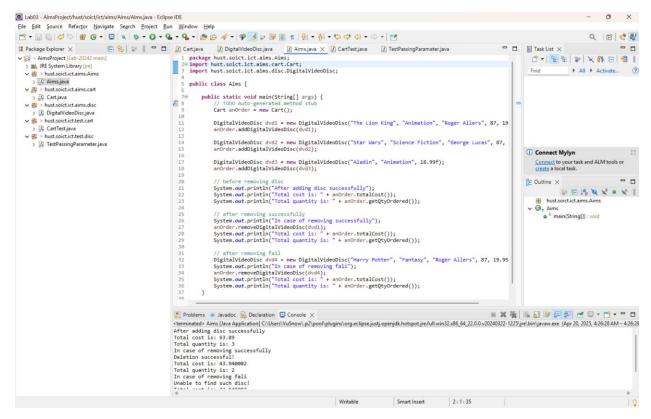
LAB 3 – Vũ Minh Dũng 20205179

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1. Re-organize the project



After re-organizing, the structure of the project like the above image

2. Update the Cart class and CartTest class

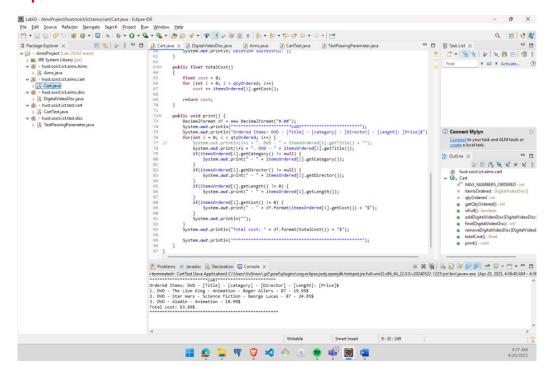


Figure 1: Cart class after updating

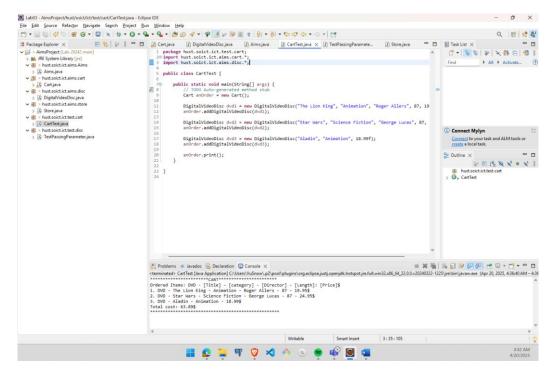


Figure 2: CartTest class after updating and running

3. Implement the Store class

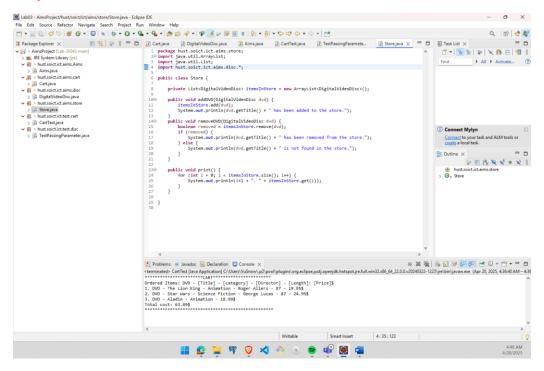


Figure 3: Store class after implementing

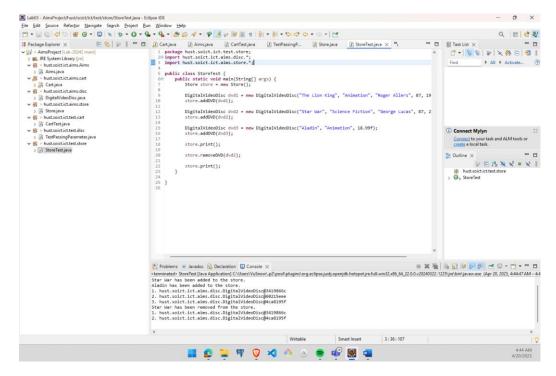


Figure 4: StoreTest class after implementing and running

4. String, StringBuilder and StringBuffer

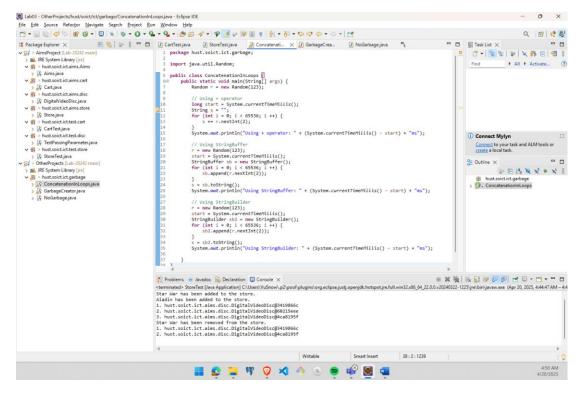


Figure 5: ConcatenationInLoops class

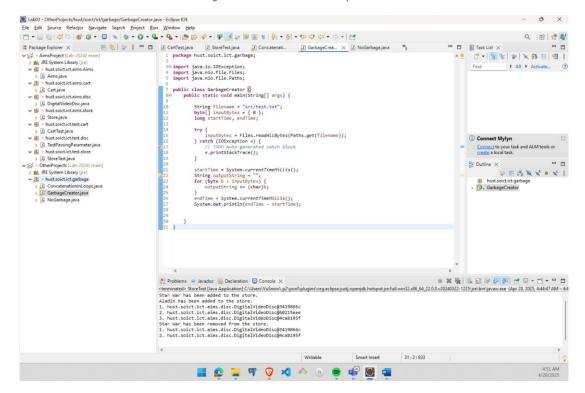


Figure 6: GarbageCreator class

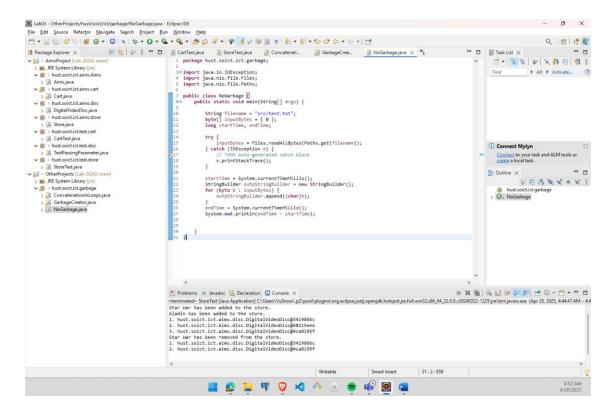


Figure 7: NoGabage class

5. Implementation of the Book class

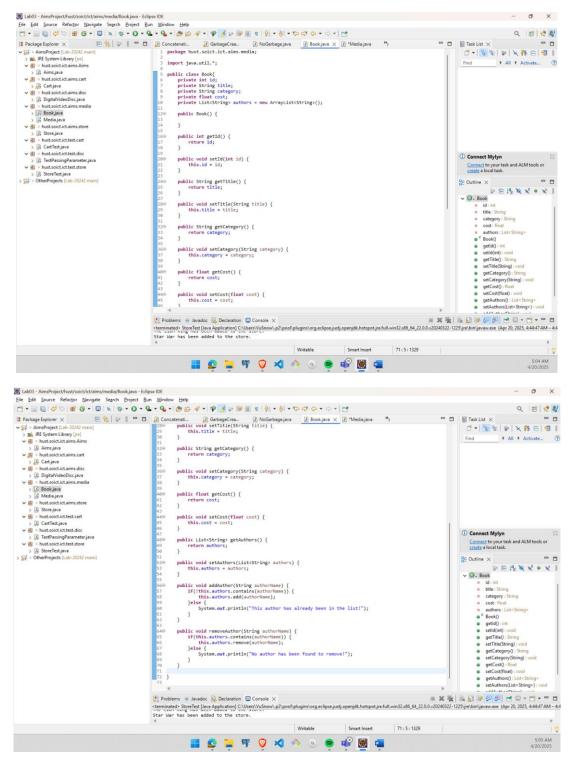


Figure 8: Book class

6. Implementation of the abstract Media class

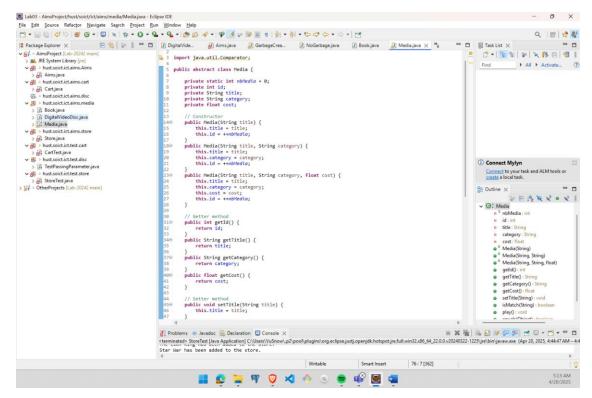


Figure 9: Media class

7. Implementation of the CompactDisc class

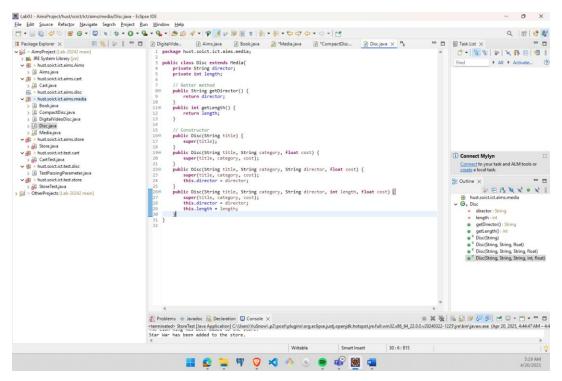


Figure 10: Disc class

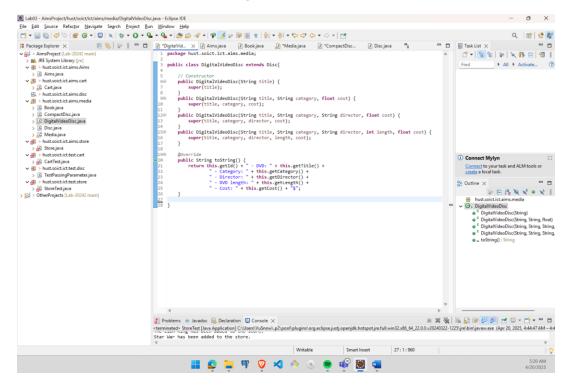


Figure 11: DigitalVideoDisc extends Disc

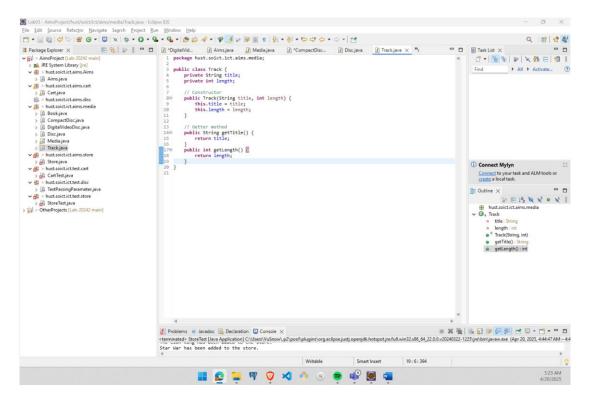


Figure 12: Track class

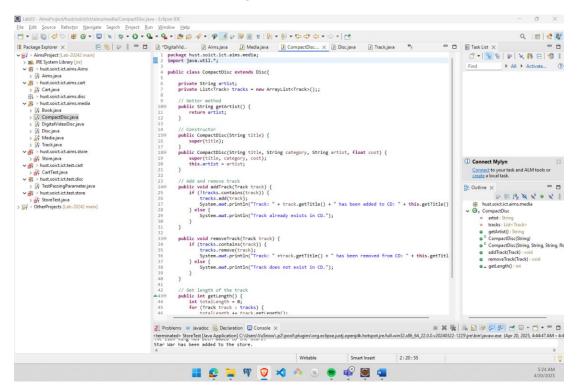


Figure 13: Updating CompactDisc class

8. Implementation of the Playable interface

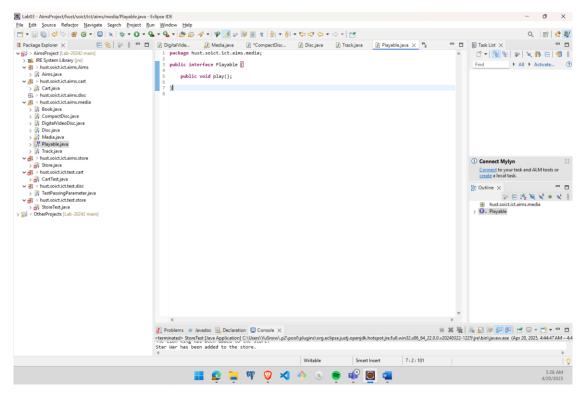
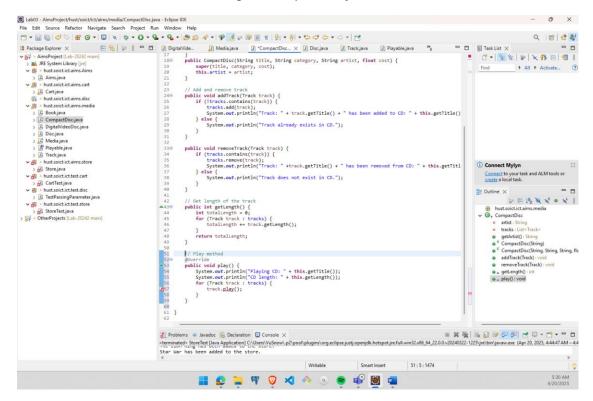


Figure 14: Playable interface



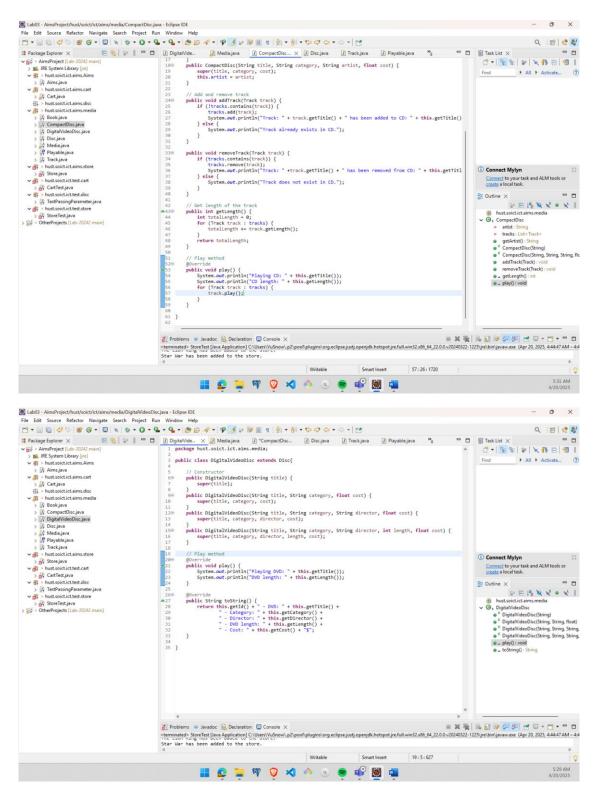
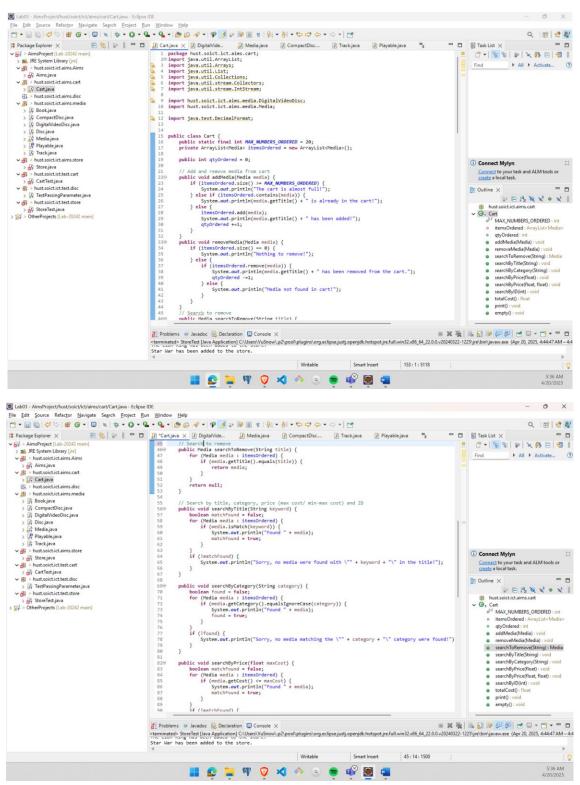


Figure 15: Updating play() method in CompactDisc, DigitalVideoDisc, Track

9. Updating the Cart class to work with Media



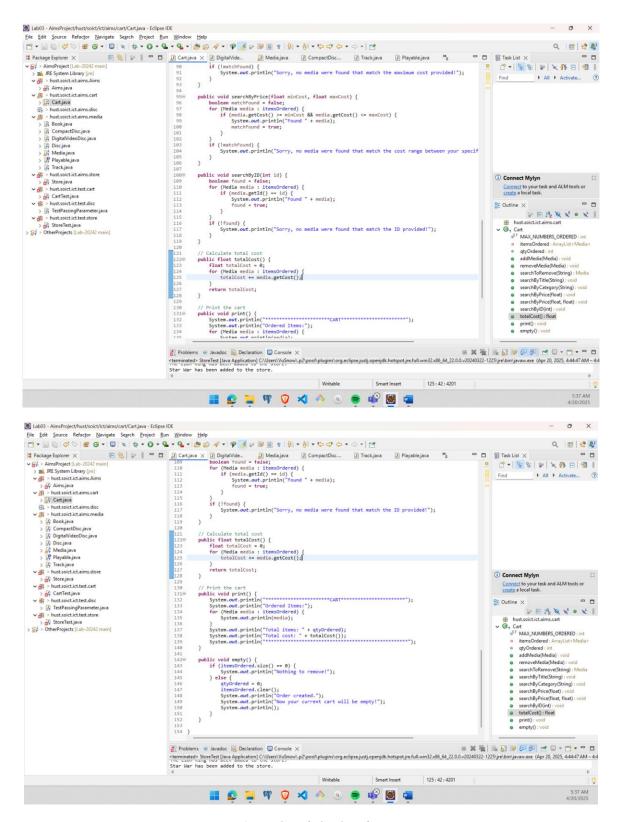


Figure 16: Updating Cart class

10. Updating the Store class to work with Media

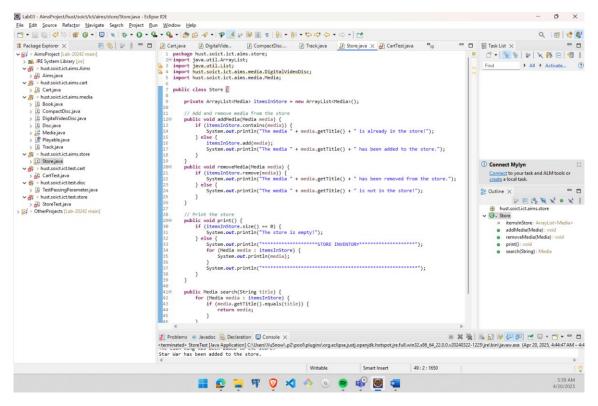


Figure 17: Store class after updating

11. Polymorphism with toString method

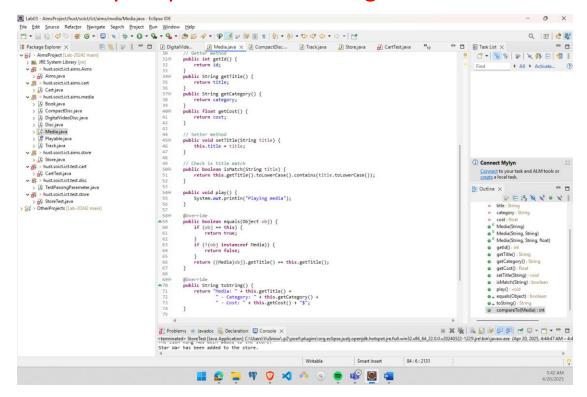
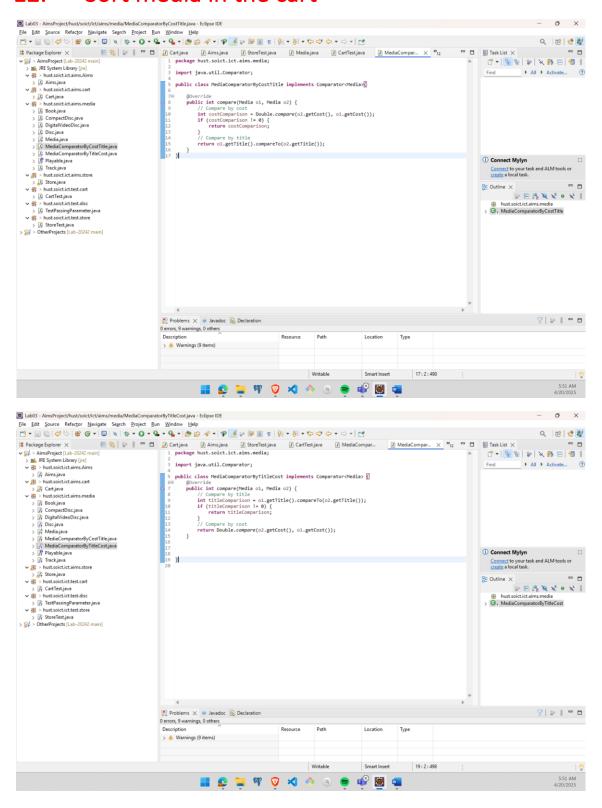


Figure 18: toString and equals

12. Sort media in the cart



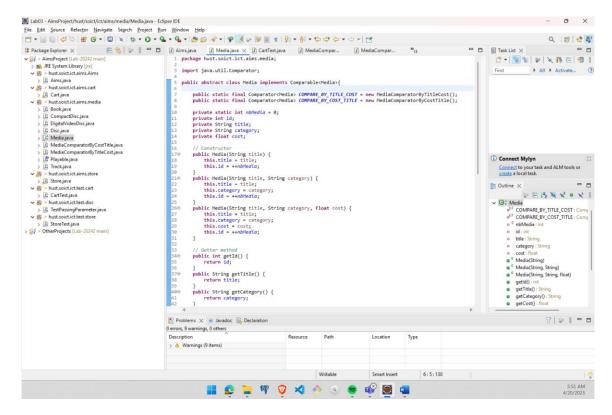
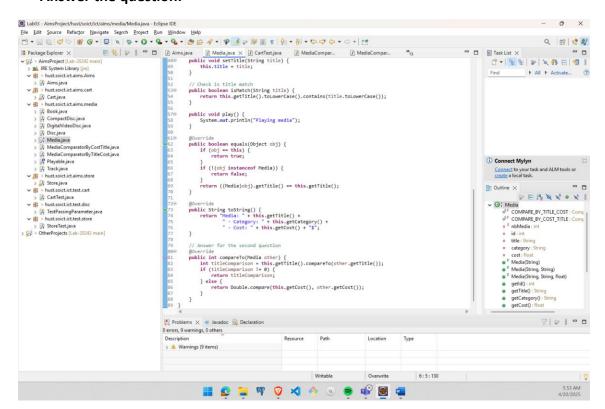


Figure 19: Implementing two comparator

- Answer the question:



13. Create a complete console application in the Aims class

- Full source code: https://github.com/VuSnow/OOP-Lab-20242