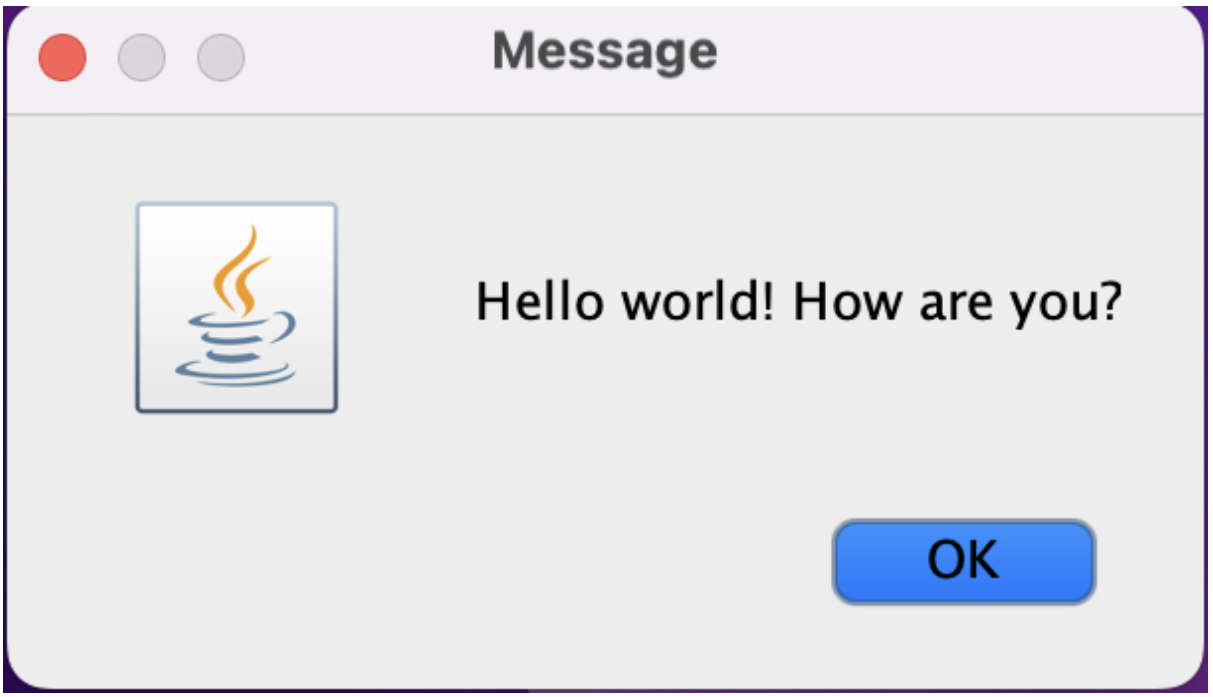
RESULT OOP LAB 01

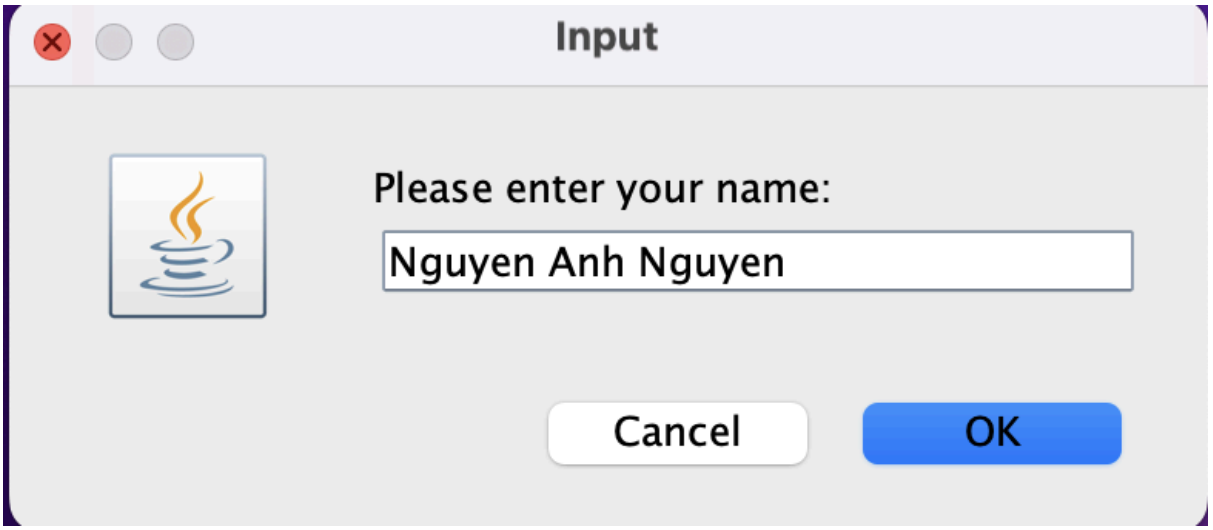
2.2.1

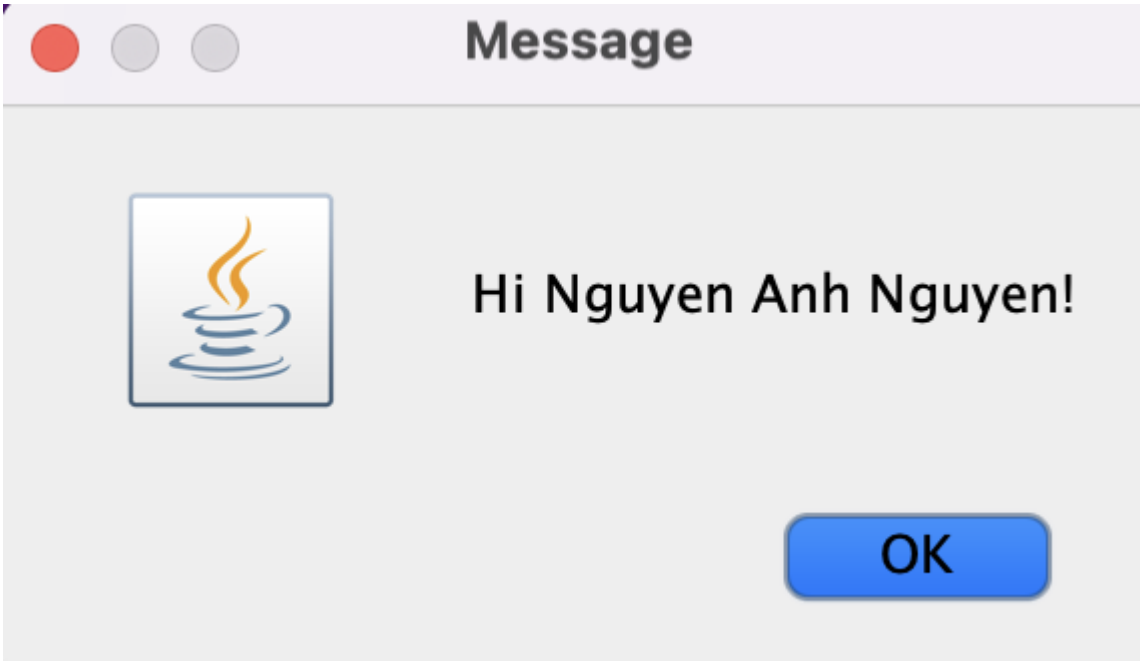
```
mac@MacBook-Pro-cua-a code % javac HelloWorld.java
mac@MacBook-Pro-cua-a code % java HelloWorld
Hello World
mac@MacBook-Pro-cua-a code %
```

2.2.2

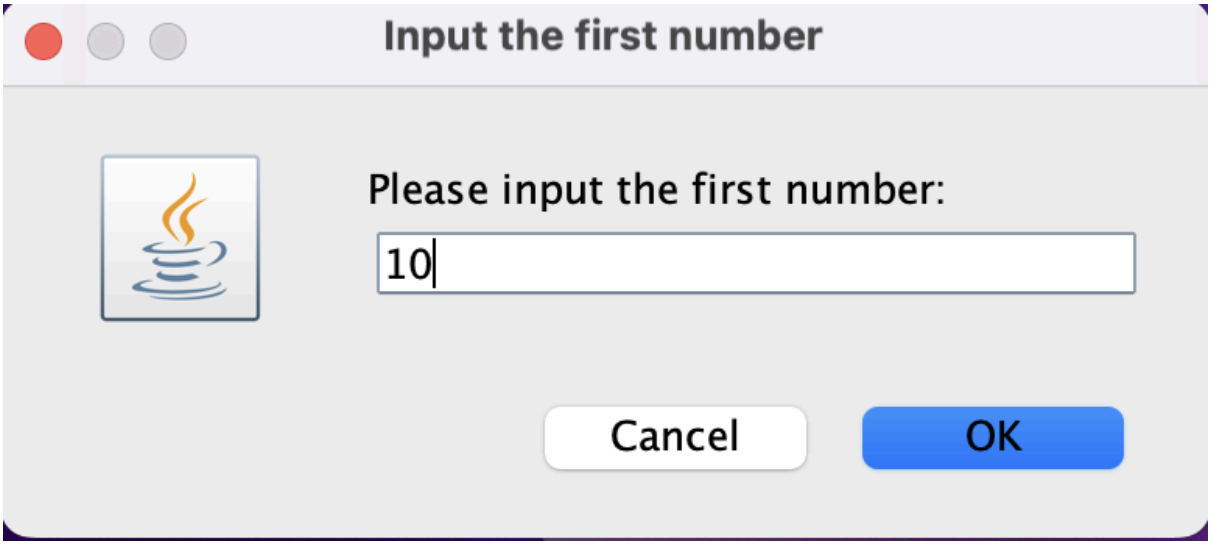


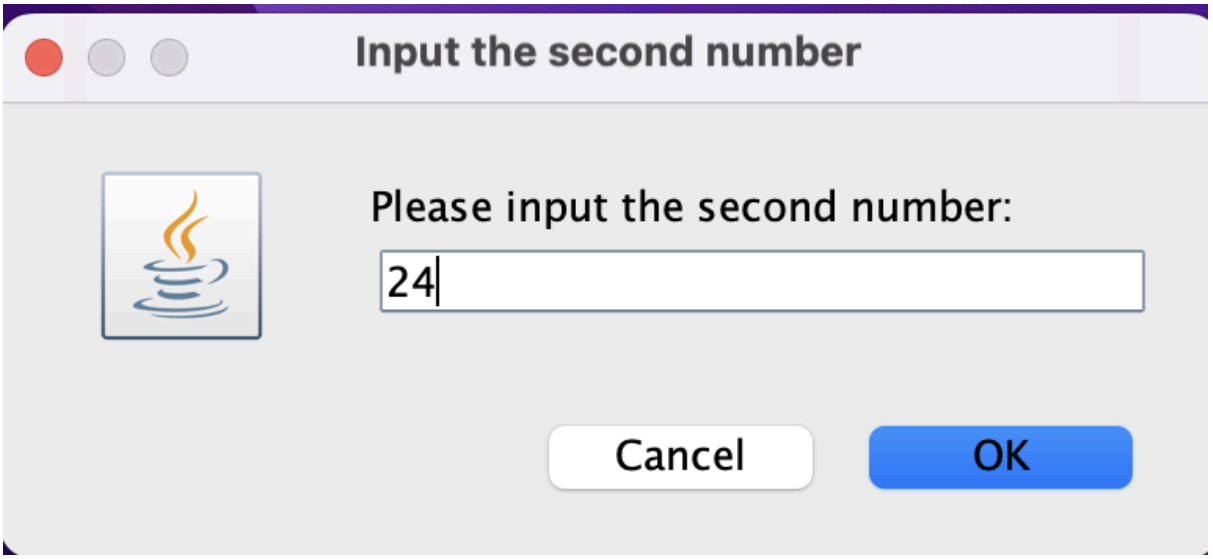
2.2.3

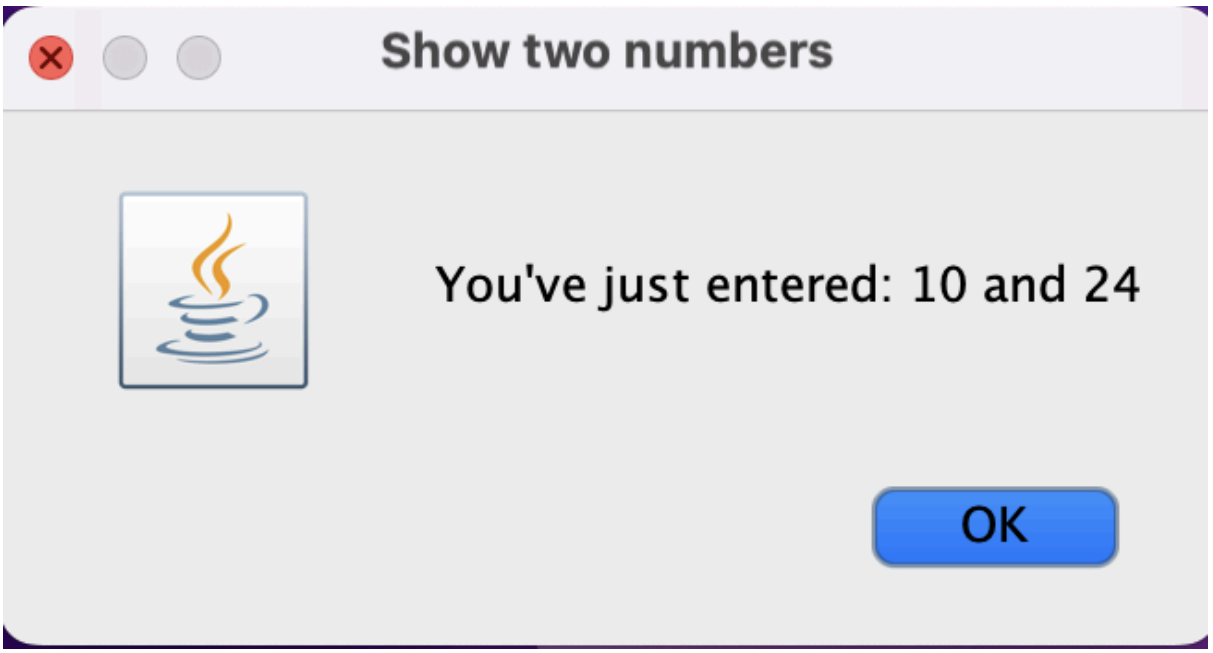



Message
Hi Nguyen Anh Nguyen!
OK

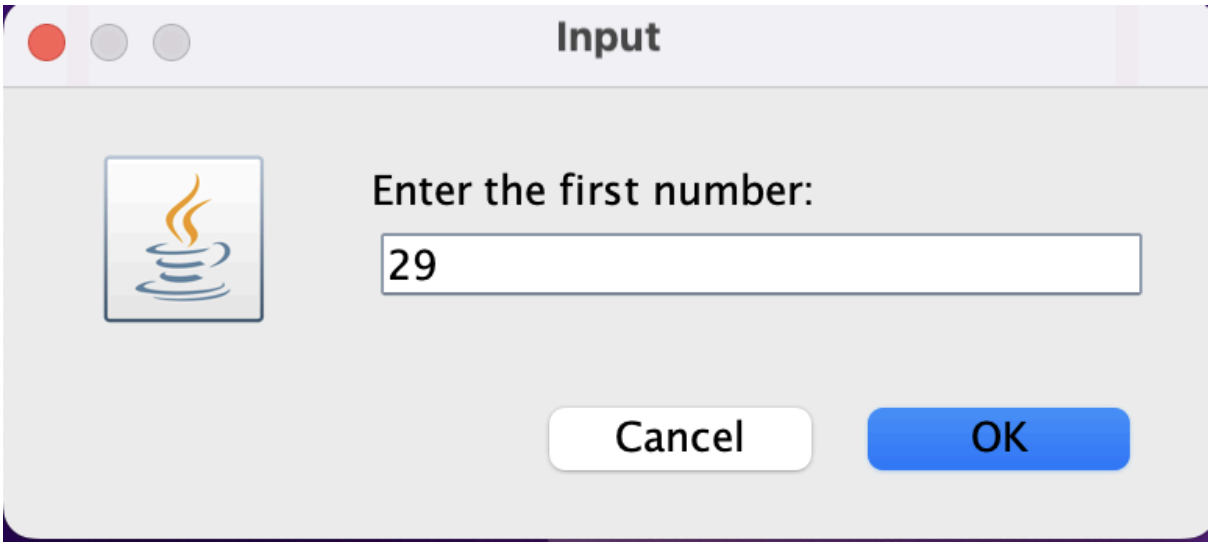
2.2.4

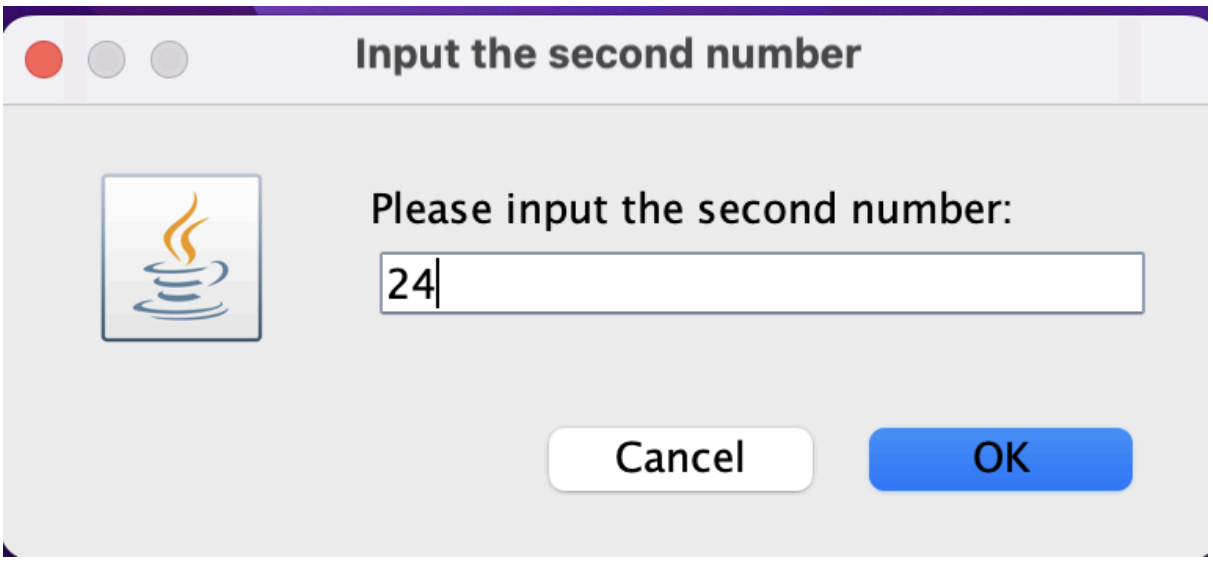

Input the first number
Please input the first number:
10
Cancel
OK

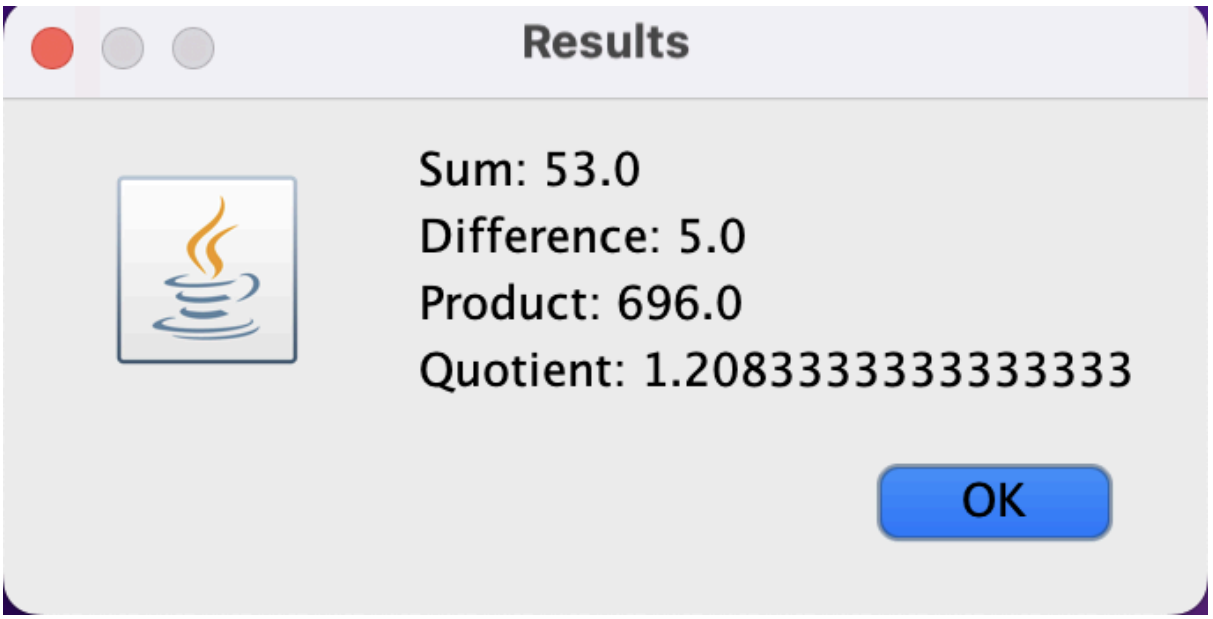

Input the second number
Please input the second number:
24
Cancel
OK


Show two numbers
You've just entered: 10 and 24
OK

2.2.5


Input
Enter the first number:
29
Cancel
OK


Input the second number
Please input the second number:
24
Cancel
OK



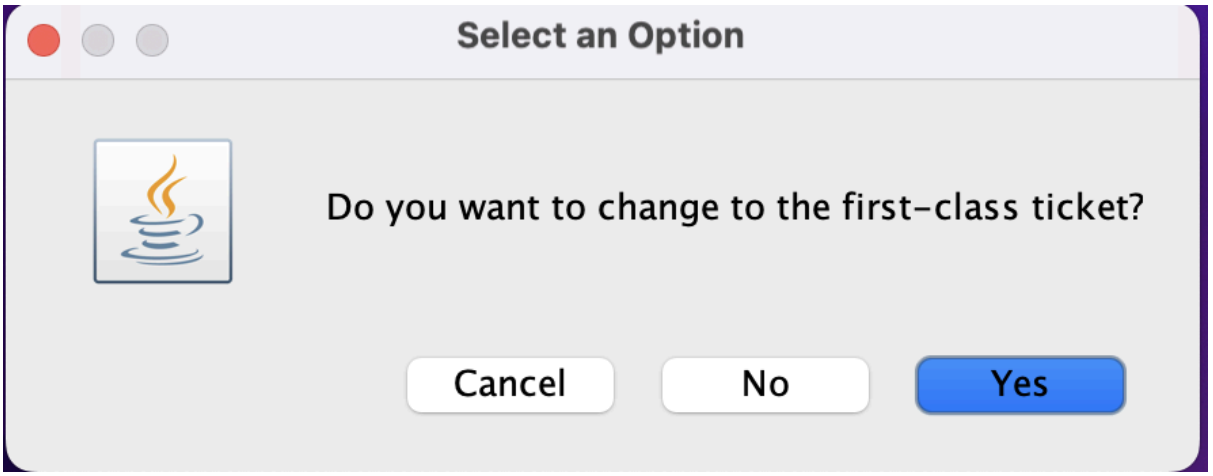
2.2.6

```
[mac@MacBook-Pro-cua-a code % java EquationSolver
Choose equation type:
1. First-degree equation (ax + b = 0)
2. System of first-degree equations (two variables)
3. Second-degree equation (ax^2 + bx + c = 0)
1
Enter a: 3
Enter b: 6
Solution: x = -2.0
mac@MacBook-Pro-cua-a code %
```

```
mac@MacBook-Pro-cua-a code % java EquationSolver
Choose equation type:
1. First-degree equation (ax + b = 0)
2. System of first-degree equations (two variables)
3. Second-degree equation (ax^2 + bx + c = 0)
2
Enter coefficients for system:
a11: 3
a12: 2
b1: 8
a21: 9
a22: 22
b2: 20
Solution: x1 = 2.8333333333333335, x2 = -0.25
```

```
Choose equation type:
1. First-degree equation (ax + b = 0)
2. System of first-degree equations (two variables)
3. Second-degree equation (ax^2 + bx + c = 0)
3
Enter a: 1
Enter b: 2
Enter c: 1
One solution: x = -1.0
```

6.1



6.2

```
What's your name?
Nguyen
How old are you?
20
How tall are you (m)?
1,72
Mrs./Ms. Nguyen, 20 years old. Your height is 1.72 m.
```

6.3

```
mac@MacBook-Pro-cua-a code % java TrianglePattern
Enter n: 5
    *
   ***
  *****
 *******
*********
mac@MacBook-Pro-cua-a code %
```

6.4

```
Enter month (name, abbreviation, or number): Nov.
Enter year: 2005
Number of days: 30
```

6.5

```
Sorted array: [1456, 1789, 1899, 2013, 2035]
Sum: 9192
Average: 1838.4
mac@MacBook-Pro-cua-a code %
```

6.6

```
mac@MacBook-Pro-cua-a code % javac MatrixAddition.java
mac@MacBook-Pro-cua-a code % java MatrixAddition
Enter the number of rows: 3
Enter the number of columns: 3
Enter elements of first matrix:
1 2 3
4 5 6
7 8 9
Enter elements of second matrix:
9 8 7
6 5 4
3 2 1
Resultant matrix after addition:
10 10 10
10 10 10
10 10 10
mac@MacBook-Pro-cua-a code %
```