BÁO CÁO THỰC HÀNH LAP 4  
 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

Contents

[1. Import the existing project into the workspace of Eclipse 3](#_Toc152783028)

[2. Additional requirements of AIMS 4](#_Toc152783029)

[3. Creating the Book class 4](#_Toc152783030)

[4. Creating the abstract Media class 5](#_Toc152783031)

[5. Creating the CompactDisc class 5](#_Toc152783032)

[5.1. Create the Disc class extending the Media class 5](#_Toc152783033)

[5.2. Create the Track class 7](#_Toc152783034)

[5.3. Open the CompactDisc class 8](#_Toc152783035)

[6. Create the Playable interface 10](#_Toc152783036)

[7. Update the Cart class to work with Media 11](#_Toc152783037)

[8. Update the Store class to work with Media 12](#_Toc152783038)

[9. Constructors of whole classes and parent classes 12](#_Toc152783039)

[10. Unique item in a list 12](#_Toc152783040)

[11. Polymorphism with toString() method 13](#_Toc152783041)

[12. Sort media in the cart 14](#_Toc152783042)

[13. Create a complete console application in the Aims class 16](#_Toc152783043)

[Hình 1 2](#_Toc152783044)

[Hình 2 Book.java 3](#_Toc152783045)

[Hình 3 Media.java 4](#_Toc152783046)

[Hình 4 Disc.java 5](#_Toc152783047)

[Hình 5 DigitalVideoDisc.java 6](#_Toc152783048)

[Hình 6 CompactDisc.java 8](#_Toc152783049)

[Hình 7 Playable.java 9](#_Toc152783050)

[Hình 8 DVD implements Playable 9](#_Toc152783051)

[Hình 9 Update Cart 10](#_Toc152783052)

[Hình 10 Update Store 11](#_Toc152783053)

[Hình 11 equals() cho Media 11](#_Toc152783054)

[Hình 12 equals() cho Track 12](#_Toc152783055)

[Hình 13 toString() CD 12](#_Toc152783056)

[Hình 14 toString() Book 12](#_Toc152783057)

[Hình 15 Test toString() 13](#_Toc152783058)

[Hình 16 MediaComparatorByTitleCost 13](#_Toc152783059)

[Hình 17 MediaComparatorByCostTitle 14](#_Toc152783060)

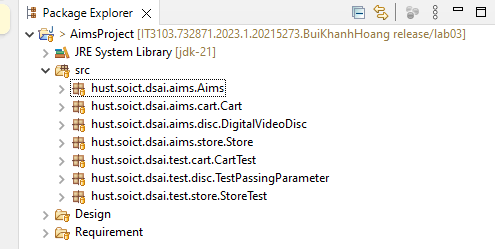
[Hình 18 MediaComparatorByTitleCost example 14](#_Toc152783061)

[Hình 19 MediaComparatorByCostTitle example 14](#_Toc152783062)

[Hình 20 data menu 15](#_Toc152783063)

[Hình 21 Menu 16](#_Toc152783064)

# Import the existing project into the workspace of Eclipse



Hình 1

# Additional requirements of AIMS

# Creating the Book class

- Làm bài 4 trước, sau đó tạo class Book extend MediaA screenshot of a computer program

Description automatically generated

Hình 2 Book.java

# 4. Creating the abstract Media class

A screenshot of a computer program

Description automatically generated

Hình 3 Media.java

# 5. Creating the CompactDisc class

## 5.1. Create the Disc class extending the Media class

(đã kết hợp với bài 6)

A screenshot of a computer program

Description automatically generated

Hình 4 Disc.java

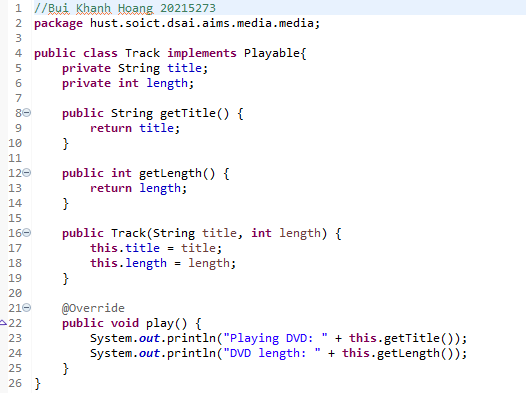
A screenshot of a computer program

Description automatically generated

Hình 5 DigitalVideoDisc.java

## 5.2. Create the Track class

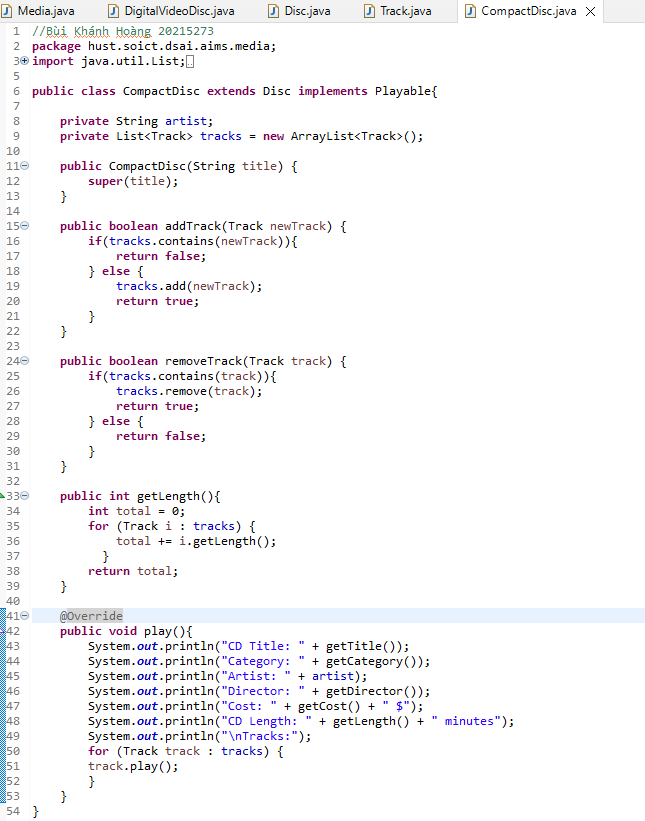
(Đã kết hợp bài 6)



Hình 6 Track.java

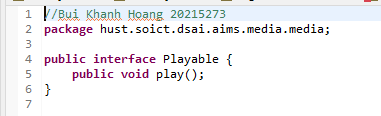
## 5.3. Open the CompactDisc class

(Đã kết hợp với bài 6)



Hình 6 CompactDisc.java

# 6. Create the Playable interface



Hình 7 Playable.java

A screen shot of a computer program

Description automatically generated

Hình 8 DVD implements Playable

* CompactDisc implements Playable ( hình 6 ).

# Update the Cart class to work with Media

A screenshot of a computer program

Description automatically generated

Hình 9 Update Cart

# Update the Store class to work with Media

A screenshot of a computer program

Description automatically generated

Hình 10 Update Store

# Constructors of whole classes and parent classes

# Unique item in a list

A computer code with text

Description automatically generated with medium confidence

Hình 11 equals() cho Media

A screen shot of a computer code

Description automatically generated

Hình 12 equals() cho Track

# Polymorphism with toString() method

A screen shot of a computer code

Description automatically generated

Hình 13 toString() CD

A computer code with text

Description automatically generated

Hình 14 toString() Book

A screenshot of a computer program

Description automatically generated

Hình 15 Test toString()

Tại mỗi con của Media sẽ chạy phương thức tương ứng của nó.

# Sort media in the cart

A screenshot of a computer program

Description automatically generated

Hình 16 MediaComparatorByTitleCost

A screenshot of a computer code

Description automatically generated

Hình 17 MediaComparatorByCostTitle

* Chạy lại ví dụ trên:

A screenshot of a computer program

Description automatically generated

Hình 18 MediaComparatorByTitleCost example

* Khi có cùng giá tiền:

A screenshot of a computer program

Description automatically generated

Hình 19 MediaComparatorByCostTitle example

# Create a complete console application in the Aims class

* Tạo mẫu dữ liệu sau

A screenshot of a computer program

Description automatically generatedHình 20 data menu

A screenshot of a computer

Description automatically generated

Hình 21 Menu