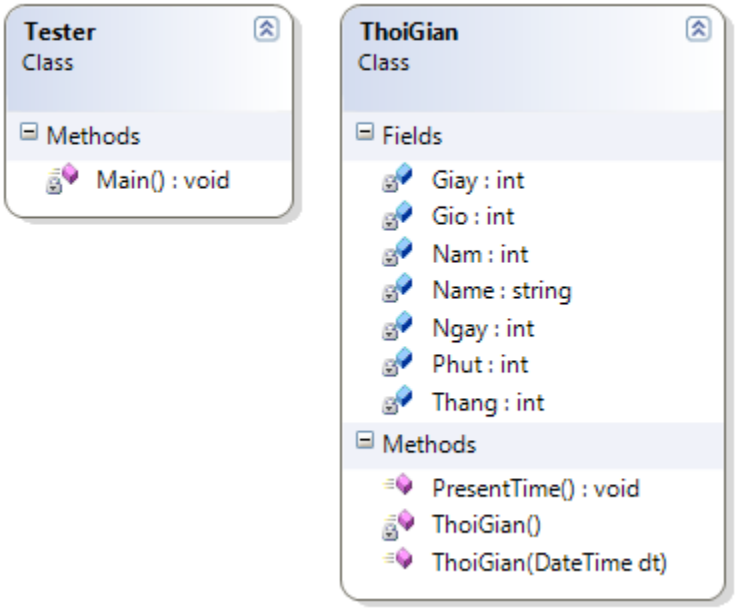
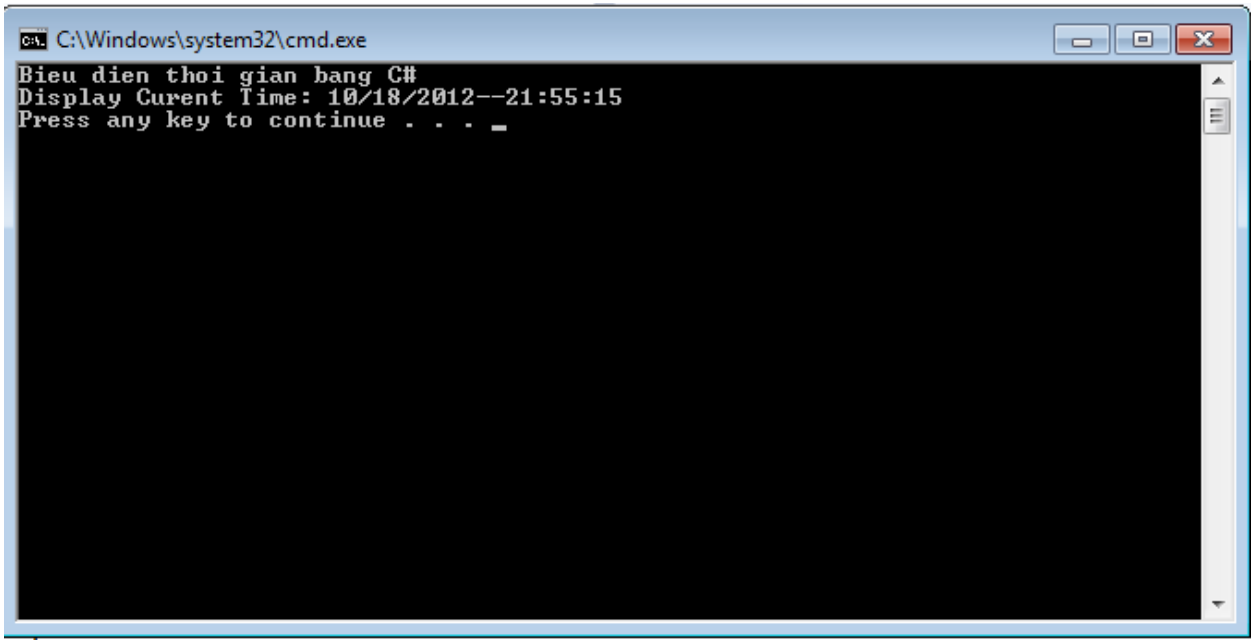
Day 3-SV làm từ page 1- 5


```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace Day3_2010
{
    class Program
    {
        static void Main(string[] args)
        {
        }
    }
    abstract class ABS {
        public int myABS = 5;
        public string myStringABS = "Hoc C #";
    }
}
```

Currtime: (tr 33)



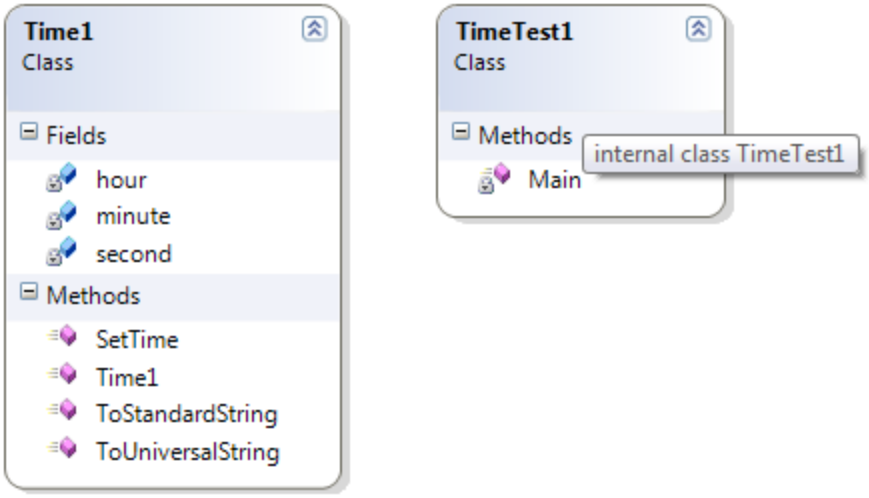


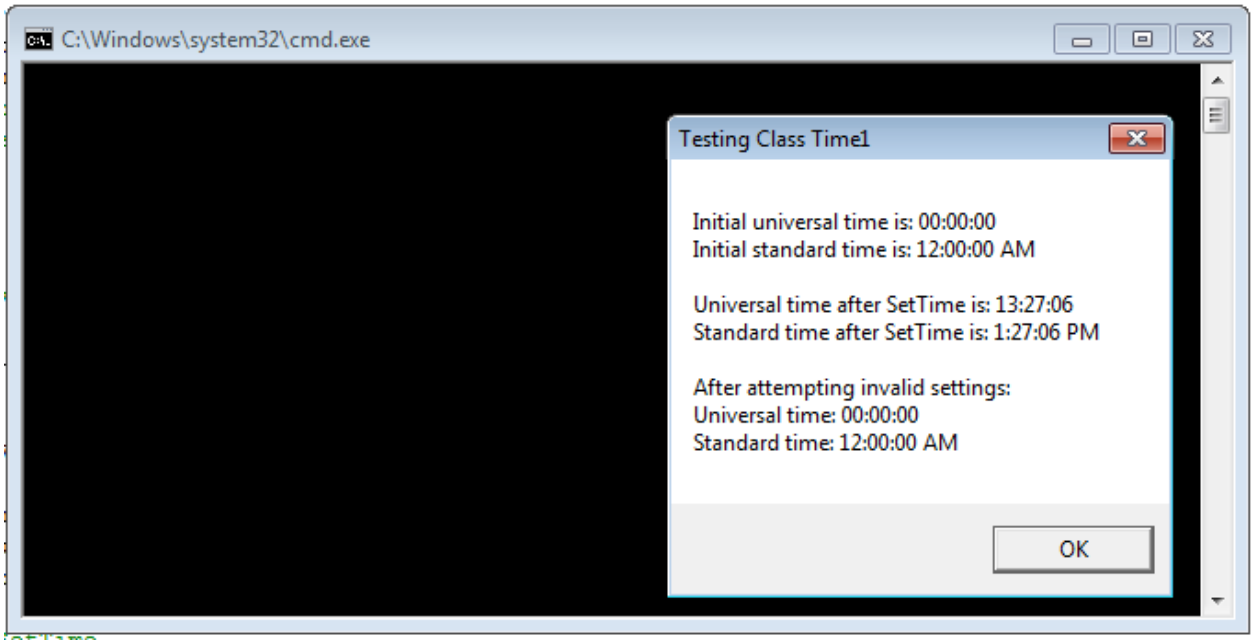
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
//using System.Timers;
namespace CurrTime
{
     public class ThoiGian
{
    public void PresentTime()
{
    Console.WriteLine("Bieu dien thoi gian bang {0}",Name);
    Console.WriteLine("Display Curent Time: {1}/{0}/{2}--{3}:{4}:{5}", Ngay, Thang, Nam, Gio, Phut, Giay);
}
   static ThoiGian()
    {
         Name= "C#";
     }
   public ThoiGian(DateTime dt)//Constructor khoi tao Lop, Bien thanh vien Lop
    {
        Nam = dt.Year; Thang = dt.Month; Ngay = dt.Day;
        Gio = dt.Hour; Phut = dt.Minute; Giay = dt.Second;    }
                                          int ThoiGian.Giay
// Các biến thành viên cua Lop ThoiGian
   private static string Name;
   int Nam;
   int Thang; int Ngay; int Gio;
   int Phut;
   int Giay;
}

    public class Tester
{
        static void Main()
        {
            DateTime currentTime = DateTime.Now;
            ThoiGian t = new ThoiGian(currentTime);
            t.PresentTime() ;
        }
    }

}
```

Test Time: (tr33)





```
using System;
// Time1 class definition
public class Time1 : Object
{
    private int hour;    // 0-23
    private int minute;  // 0-59
    private int second;  // 0-59
    // Time1 constructor initializes instance variables to
    // zero to set default time to midnight
    public Time1()
    {
        SetTime(0, 0, 0);
    }
    // Set new time value in 24-hour format. Perform validity
    // checks on the data. Set invalid values to zero.
    public void SetTime(
       int hourValue, int minuteValue, int secondValue)
    {
        hour = (hourValue >= 0 && hourValue < 24) ?
           hourValue : 0;
        minute = (minuteValue >= 0 && minuteValue < 60) ?
           minuteValue : 0;
        second = (secondValue >= 0 && secondValue < 60) ?
    secondValue : 0;
    } // end method SetTime
    // convert time to universal-time (24 hour) format string
    public string ToUniversalString()
    {
        return String.Format(
           "{0:D2}:{1:D2}:{2:D2}", hour, minute, second);
    }
    // convert time to standard-time (12 hour) format string
    public string ToStandardString()
    {
        return String.Format("{0}:{1:D2}:{2:D2} {3}",
           ((hour == 12 || hour == 0) ? 12 : hour % 12),
           minute, second, (hour < 12 ? "AM" : "PM"));
    }
} // end class Time1
```