Câu 1 Lab 03 :

package LAB03\_1;

public class Point2D {

private float x;

private float y;

public Point2D() {

this.x = 0.0f;

this.y = 0.0f;

}

public Point2D(float x, float y) {

this.x = x;

this.y = y;

}

public float getX() {

return x;

}

public float getY() {

return this.y;

}

}

package LAB03\_1;

public class Triangle {

private float width;

private float height;

public Triangle() {

this.width = 0.0f;

this.height = 0.0f;

}

public Triangle(float width, float height) {

if (height > 0 && width > 0) {

this.height = height;

this.width = width;

}

}

public float getWidth() {

return this.width;

}

public void setWidth(float width) {

this.width = width;

}

public float getHeight() {

return this.height;

}

public void setHeight(float height) {

this.height = height;

}

public String toString() {

return ("Triangle (Width = " + this.width + ", Height = " + this.height + ")");

}

}

package LAB03\_1;

public class Fration {

private int numerator;

private int denominator;

public Fration() {

this.denominator = 1;

this.numerator = 0;

}

public Fration(int num, int den) {

if (den == 0) {

System.out.println("Nhập mẫu số khác 0");

this.denominator = 1;

this.numerator = 0;

} else {

this.denominator = den;

this.numerator = num;

}

}

public Fration(Fration f) {

this.denominator = f.denominator;

this.numerator = f.numerator;

}

public Fration add(Fration f) {

int a = this.numerator \* f.denominator + this.denominator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fration(a, b);

}

public Fration sub(Fration f) {

int a = this.numerator \* f.denominator - this.denominator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fration(a, b);

}

public Fration mul(Fration f) {

int a = this.numerator \* f.numerator;

int b = this.denominator \* f.denominator;

return new Fration(a, b);

}

public Fration div(Fration f) {

int a = this.numerator \* f.denominator;

int b = this.denominator \* f.numerator;

return new Fration(a, b);

}

public void reducer() {

int a = this.numerator;

int b = this.denominator;

if (a == 0 || b == 0) {

a = a + b;

} else {

while (a != b) {

if (a > b) {

a = a - b;

} else {

b = b - a;

}

}

}

int ucln = a;

this.numerator = this.numerator / ucln;

this.denominator = this.denominator / ucln;

}

public String toString() {

return ("Fration [num = " + this.numerator + ", den = +" + this.denominator + "]");

}

}

Câu 2 LAB 03 :

public class Student {

private String stID;

private String stName;

private String stClass;

public Student() {

this.stID = "";

this.stName = "";

this.stClass = "";

}

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

this.stID = stID;

this.stName = stName;

this.stClass = stClass;

}

public Student(Student st) {

this.stID = st.stID;

this.stName = st.stName;

this.stClass = st.stName;

}

public String getStID() {

return this.stID;

}

public String getStName() {

return this.stName;

}

public String getStClass() {

return this.stClass;

}

public void setStID(String id) {

this.stID = id;

}

public void setStName(String name) {

this.stName = name;

}

public void setStClass(String Class) {

this.stClass = Class;

}

public String toString() {

return ("Student [ID : " + this.stID + ", Name : " + this.stName + ", Class : " + this.stClass + "]");

}

}

public class Book {

private String boCode;

private String boTitle;

private String boAuthor;

public Book() {

}

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

this.boAuthor = boAuthor;

this.boCode = boCode;

this.boTitle = boTitle;

}

public Book(Book bo) {

this.boAuthor = bo.boAuthor;

this.boCode = bo.boCode;

this.boTitle = bo.boTitle;

}

public String getBoCode() {

return this.boCode;

}

public String getBoTitle() {

return this.boTitle;

}

public String getAuthor() {

return this.boAuthor;

}

public void setBoCode(String boCode) {

this.boCode = boCode;

}

public void setBoTitle(String boTitle) {

this.boTitle = boTitle;

}

public void setBoAuthor(String boAuthor) {

this.boAuthor = boAuthor;

}

public String toString() {

return ("Book [Code : " + this.boCode + ", Title : " + this.boTitle + ", Author : " + this.boAuthor + "]");

}

}

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 setOwner(String owner) {

this.owner = owner;

}

public void setBorrowCount(int borrowCount) {

this.borrowCount = borrowCount;

}

public void checkOut(int num) {

if (num > 0) {

System.out.println("Trả số tiền đã mượn sách theo yêu cầu : " + num);

} else {

System.out.println("Bạn không cần trả tiền vì chưa mượn 1 cuốn sách nào cả !");

}

}

public String toString() {

return ("LibraryCard [ Code : " + this.lbCode + ", Owner : " + this.owner + ", BorrowCount : "

+ this.borrowCount + "]");

}

}

Bài 1 trong lớp :

package BT\_LAB03;

public class HinhTron {

private double banKinh;

public HinhTron(double banKinh) {

if (banKinh > 0) {

this.banKinh = banKinh;

}

}

public double getR() {

return this.banKinh ;

}

public void setR(double banKinh) {

if (banKinh > 0) {

this.banKinh = banKinh;

}

}

}

package BT\_LAB03;

public class HinhVuong {

private double canhA;

public HinhVuong(double canhA) {

if (canhA > 0) {

this.canhA = canhA;

}

}

public double getA() {

return this.canhA;

}

public void setA(double canhA) {

if (canhA > 0) {

this.canhA = canhA;

}

}

}

Bài 2 trong lớp :

package BTLAB03;

public class Vector {

private double x, y, z;

public Vector() {

}

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

this.x = x;

this.y = y;

this.z = z;

}

public Vector congVecTor(Vector v) {

return new Vector(this.x + v.x, this.y + v.y, this.z + v.z);

}

public Vector truVecTor(Vector v) {

return new Vector(this.x - v.x, this.y - v.y, this.z - v.z);

}

public void nhanVoiHangSo(double hangSo) {

double a = this.x \* hangSo;

double b = this.y \* hangSo;

double c = this.z \* hangSo;

System.out.println("Sau khi vector nhân với 1 hằng số :");

System.out.println("Vector (" + a + "," + b + "," + c + ")");

}

public double tichVoHuongHaiVector(Vector v) {

double tong = ((this.x \* v.x) + (this.y \* v.y) + (this.z \* v.z));

return tong;

}

}

Bài 3 trong lớp :

public class NhanVien {

private String tenNhanVien;

private double luongCoBan, heSoLuong, Luong\_Max;

public NhanVien(String tenNhanVien, double luongCoBan, double heSoLuong, double Luong\_Max) {

if (luongCoBan > 0) {

this.luongCoBan = luongCoBan;

}

if (Luong\_Max > 0) {

this.Luong\_Max = Luong\_Max;

}

this.tenNhanVien = tenNhanVien;

if (heSoLuong > 0) {

this.heSoLuong = heSoLuong;

}

}

public void setLuongCoBan(double luongCoBan) {

if (luongCoBan > 0) {

this.luongCoBan = luongCoBan;

}

}

public double getLuongCoBan(double luongCoBan) {

return this.luongCoBan;

}

public void setHeSoLuong(double HSL) {

if (HSL > 0) {

this.heSoLuong = HSL;

}

}

public double getHeSoLuong(double HSL) {

return this.heSoLuong = HSL;

}

public void setLuongMax(double LM) {

if (LM > 0) {

this.Luong\_Max = LM;

}

}

public double getLuongMax(double LM) {

return this.Luong\_Max = LM;

}

public double tinhLuong() {

return this.luongCoBan \* this.heSoLuong;

}

boolean tangLuong(double heSoLuong) {

if (heSoLuong \* this.luongCoBan > this.Luong\_Max) {

System.out.println("Không cho phép thay đổi mức lương này");

return false;

}

return true;

}

public void inTTin() {

System.out.println("Họ và tên : " + this.tenNhanVien);

System.out.println("Lương cơ bản : " + this.luongCoBan);

System.out.println("Hệ số lương : " + this.heSoLuong);

System.out.println("Lương : " + tinhLuong());

System.out.println("Lương tối đa cho phép : " + this.Luong\_Max);

System.out.println("Có được tăng lương không : " + tangLuong(10));

}

}