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# 1. Import the existing project into the workspace of Eclipse

# 2. Additional requirements of AIMS

# 3. Creating the Book class

A screen shot of a computer program

Description automatically generated

Figure : Adding fields to Book class

A screen shot of a computer program

Description automatically generated

Figure : The accessor methods

A screenshot of a computer program

Description automatically generated

Figure : addAuthor(String authorName) and removeAuthor(String authorName) for the Book class

# 4. Creating the abstract Media class

A screen shot of a computer program

Description automatically generated

Figure : Add fields to the Media class, getter

A computer screen shot of a program code

Description automatically generated

Figure : setter, constructors for Media class

A screen shot of a computer program

Description automatically generated

Figure : Public class Book extends Media

A screen shot of a computer program

Description automatically generated

Figure : public class DigitalVideoDisc extends Media

# 5. Creating the CompactDisc class

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

A screen shot of a computer program

Description automatically generated

Figure : The Disc class

A screen shot of a computer code

Description automatically generated

Figure : Make the DigitalVideoDisc extending the Disc class

## 5.2. Create the Track class

A screenshot of a computer program

Description automatically generated

Figure : The Track class

## 5.3. Create the CompactDisc extending the Disc class.

A screen shot of a computer

Description automatically generated

Figure : Add two fields, create constructor(s) for CompactDisc class

A computer screen with text on it

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Figure : addTrack() and removeTrack() metods

A screen shot of a computer program

Description automatically generated

Figure : getLength() method

# 6. Create the Playable interface