

## Nguyễn Thị Thanh Nhi

### CNTT3

Bài 1:

```
package BTLAB03;
```

```
public class HìnhTron {  
    private double r;  
  
    public HìnhTron(double r) {  
        this.r = r;  
    }  
  
    public double getA() {  
        return this.r;  
    }  
  
    public void setA(double r) {  
        this.r = r;  
    }  
}  
package BTLAB03;
```

```
public class HìnhVuong {  
    private double a;  
  
    public HìnhVuong(double a) {  
        this.a = a;  
    }  
  
    public double getA() {  
        return this.a;  
    }  
    public void setA(double a) {  
        this.a=a;  
    }  
}
```

Bài 2:

```
package BTLAB03;
```

```
public class Vecto {  
    private double x, y, z;  
  
    public Vecto(double x, double y, double z) {  
        this.x = x;  
        this.y = y;  
        this.z = z;  
    }  
  
    public Vecto congVecto(Vecto v) {  
        double a = this.x + v.x;  
        double b = this.y + v.y;  
        double c = this.z + v.z;  
        return new Vecto(a, b, c);  
    }  
}
```

```

    public String toString() {
        return "Vecto [" + x + ", " + y + ", " + z + "];"
    }

    public Vecto truVecto(Vecto v) {
        double a = this.x - v.x;
        double b = this.y - v.y;
        double c = this.z - v.z;
        return new Vecto(a, b, c);
    }

    public Vecto nhanHangSo(double k) {
        double a = this.x * k;
        double b = this.y * k;
        double c = this.z * k;
        return new Vecto(a, b, c);
    }

    public double tichVoHuong(Vecto v) {
        double a = this.x * v.x;
        double b = this.y * v.x;
        double c = this.z * v.x;
        return (a + b + c);
    }
}
Bài 3:
package BTLAB03;

public class NhanVien {
    private String tenNhanVien;
    private double luongCoBan;
    private double heSoLuong;
    private double luong_MAX;

    public NhanVien(String tenNhanVien, double luongCoBan, double heSoLuong, double
luong_MAX) {
        this.tenNhanVien = tenNhanVien;
        this.luongCoBan = luongCoBan;
        this.heSoLuong = heSoLuong;
        this.luong_MAX = luong_MAX;
    }

    public String gettenNhanVien(String tenNhanVien) {
        return this.tenNhanVien;
    }

    public void settenNhanVien(String tenNhanVien) {
        this.tenNhanVien = tenNhanVien;
    }

    public double getluongCoBan() {
        return this.luongCoBan;
    }

    public void setluongCoBan(double luongCoBan) {
        this.luongCoBan = luongCoBan;
    }
}

```

```

public double getheSoLuong() {
    return this.heSoLuong;
}

public void setheSoLuong(double heSoLuong) {
    this.heSoLuong = heSoLuong;
}

public double getluong_MAX() {
    return this.luong_MAX;
}

public void setluong_MAX(double luong_MAX) {
    this.luong_MAX = luong_MAX;
}

public double tinhLuong() {
    return this.luongCoBan * this.heSoLuong;
}

public boolean tangLuong(double heSoLuong) {
    if (this.luongCoBan * heSoLuong > this.luong_MAX) {
        System.out.println("Không cho phép thay đổi");
        return false;
    }
    return true;
}

public void inTTin() {
    System.out.println("ten nhan vien : " + this.tenNhanVien);
    System.out.println("luong cua nhan vien:" + this.luongCoBan);
    System.out.println("he so luong:" + this.heSoLuong);
    System.out.println("luong_MAX:" + this.luong_MAX);
    System.out.println("luong hien tai : " + tinhLuong());
    System.out.println("tang Luong:" + tangLuong(5));
}

```

## LAB03\_1

1.

```
package BTLAB03;
```

```

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 this.x;
    }

    public float getY() {

```

```

        return this.y;
    }
}
2.
package BTLAB03;

public class Triangle {
    private float width;
    private float hegth;

    public Triangle() {
        this.width = 0.0f;
        this.hegth = 0.0f;
    }
    public Triangle(float width, float hegth) {
        this.width=width;
        this.hegth=hegth;
    }

    public float get_width() {
        return this.width;
    }

    public void set_width(float width) {
        this.width=width;
    }

    public float get_hegth() {
        return hegth;
    }

    public void set_hegth(float hegth) {
        this.hegth=hegth;
    }

    public String toString() {
        return ("Triangle ( width = "+get_width()+", height = "+get_hegth()+")");
    }

    public static void main(String[] args) {
        Triangle nhi=new Triangle(4,5);
        nhi.toString();
    }
}
3.
package BTLAB03;

```

```

public class Fraction {
    private int numerator;
    private int denominator;

    public Fraction() {
        this.numerator = 0;
        this.denominator = 1;
    }

    public Fraction(int numerator, int denominator) {
        this.numerator = numerator;
    }
}

```

```

        this.denominator = denominator;
    }

    public Fraction(Fraction f) {
        this.numerator = f.numerator;
        this.denominator = f.denominator;
    }

    public Fraction add(Fraction f) {
        int a = (this.numerator * f.denominator) + (f.numerator * this.denominator);
        int b = this.denominator * f.denominator;
        return new Fraction(a, b);
    }

    public Fraction sub(Fraction f) {
        int a = (this.numerator * f.denominator) - (f.numerator * this.denominator);
        int b = this.denominator * f.denominator;
        return new Fraction(a, b);
    }

    public Fraction mul(Fraction f) {
        int a = this.numerator * f.numerator;
        int b = this.denominator * f.denominator;
        return new Fraction(a, b);
    }

    public Fraction div(Fraction f) {
        int a = this.numerator * f.denominator;
        int b = this.denominator * f.numerator;
        return new Fraction(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;

        int j = this.numerator / ucln;
        int k = this.denominator / ucln;
        System.out.println("tu so = " + j);
        System.out.println("Mau so = " + k);
    }

    public String toString() {
        return "Fraction [numerator=" + numerator + ", denominator=" + denominator + "];"
    }

    public static void main(String[] args) {
        Fraction k = new Fraction(4, 5);
    }

```

```

        Fraction o = new Fraction(3, 4);
        Fraction tong = k.add(o);
        System.out.println(tong);
    }
}

```

## LAB03\_2

```
1.package BTLAB03;
```

```

public class Student {
    private String stID;
    private String stName;
    private String stClass;

    public Student() {
    }
    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.stClass;
    }

    public String getStID() {
        return stID;
    }
    public void setStID(String stID) {
        this.stID = stID;
    }
    public String getStName() {
        return stName;
    }
    public void setStName(String stName) {
        this.stName = stName;
    }
    public String getStClass() {
        return stClass;
    }
    public void setStClass(String stClass) {
        this.stClass = stClass;
    }

    public String toString() {
        return "Student [stID=" + stID + ", stName=" + stName + ", stClass=" + stClass + "]";
    }

    public static void main(String[] args) {
        Student k=new Student("001","khanh","cntt3");
        Student n=new Student(k);
        System.out.println(n);
    }
}
2.

```

```
package BTLAB03;
```

```

public class Book {
    private String boCode;
    private String boTitle;
}

```

```

private String boAuthor;

public Book() {
}

public Book(String boCode, String boTitle, String boAuthor) {
    this.boCode = boCode;
    this.boTitle = boTitle;
    this.boAuthor = boAuthor;
}

public Book(Book bo) {
    this.boAuthor = bo.boAuthor;
    this.boCode = bo.boCode;
    this.boTitle = bo.boTitle;
}

public String getBoCode() {
    return boCode;
}

public void setBoCode(String boCode) {
    this.boCode = boCode;
}

public String getBoTitle() {
    return boTitle;
}

public void setBoTitle(String boTitle) {
    this.boTitle = boTitle;
}

public String getBoAuthor() {
    return boAuthor;
}

public void setBoAuthor(String boAuthor) {
    this.boAuthor = boAuthor;
}

public String toString() {
    return boCode + "this.boCode" + boTitle + "this.boTitle" + boAuthor +
    "this.boAuthor";
}
}

```

3.

```
package BTLAB03;
```

```

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 lbCode;
    }

    public void setLbCode(long lbCode) {
        this.lbCode = lbCode;
    }

    public String getOwner() {
        return owner;
    }

    public void setOwner(String owner) {
        this.owner = owner;
    }

    public int getBorrowCount() {
        return borrowCount;
    }

    public void checkOut(int num) {
        if (num > 0) {
            System.out.println("trả sách đã mượn" + num);
        } else {
            System.out.println("không cần phải sách");
        }
    }

    public String toString() {
        return "Lirbarycard  lbCode : " + this.lbCode + "      " + "owner : " + this.owner + " " + "borrowCount : " + this.borrowCount ;
    }

    public static void main(String[] args) {
        LibraryCard l=new LibraryCard(1,"nhi",5);
        System.out.println(l.toString());
    }
}

```