

```
/*  
 * To change this license header, choose License Headers in Project Properties.  
 * To change this template file, choose Tools | Templates  
 * and open the template in the editor.  
 */
```

```
package phanso1;
```

```
import java.util.Scanner;
```

```
/**  
 *  
 * @author Star Le  
 */
```

```
public class PhanSo1 {  
    int tu; int mau;  
    PhanSo1(){ tu =0; mau = 1;}  
    PhanSo1(PhanSo1 p){  
        this.tu=p.tu;  
        this.mau=p.mau;  
    }  
    PhanSo1 Nhapgt(){  
        Scanner sc = new Scanner(System.in);  
        System.out.print(" nhap tu so = ");  
        tu = sc.nextInt();  
        System.out.print(" nhap mau so = ");  
        mau = sc.nextInt();  
        return this;  
    }  
    static void XuatPS(PhanSo1 ps){
```

```

        if(ps.mau==1)
            System.out.print(ps.tu);
        else
            System.out.println(+ps.tu+"/"+ps.mau);
    }
static int USCLN(int a, int b){
    if(a<0)
        a=-a;
    if(b<0)
        b=-b;
    while(a!=b)
    {
        if(a>b)
            a=a-b;
        else
            b=b-a;
    }
    return a+b;
}
public PhanSo1 Simplify(PhanSo1 ps){
    int usc = USCLN(ps.tu,ps.mau);
    ps.tu=ps.tu/usc; ps.mau=ps.mau/usc;
    return ps;
}
public PhanSo1 Congps(PhanSo1 p1, PhanSo1 p2){
    PhanSo1 p3 = new PhanSo1();
    p3.tu=(p1.tu*p2.mau)+(p1.mau*p2.tu);
    p3.mau=p1.mau*p2.mau;
    p3=p3.Simplify(p3);
}

```

```

        return p3;
    }
    public PhanSo1 Trups(PhanSo1 p1, PhanSo1 p2){
        PhanSo1 p3 = new PhanSo1();
        p3.tu=(p1.tu*p2.mau)-(p1.mau*p2.tu);
        p3.mau=p1.mau*p2.mau;
        p3=p3.Simplify(p3);
        return p3;
    }
    public PhanSo1 Nhanps(PhanSo1 p1, PhanSo1 p2){
        PhanSo1 p3 = new PhanSo1();
        p3.tu=p1.tu*p2.tu;
        p3.mau=p1.mau*p2.mau;
        p3=p3.Simplify(p3);
        return p3;
    }
    public PhanSo1 Chiaps(PhanSo1 p1, PhanSo1 p2){
        PhanSo1 p3 = new PhanSo1();
        p3.tu=p1.tu*p2.mau;
        p3.mau=p1.mau*p2.tu;
        p3=p3.Simplify(p3);
        return p3;
    }
    public static void main(String[] args) {
        PhanSo1 ps1= new PhanSo1();
        PhanSo1 ps2= new PhanSo1();
        PhanSo1 ps3= new PhanSo1();
        System.out.println("Nhap phan so thu nhat");
        ps1.Nhapgt();
    }

```

```

System.out.print("Nhap phan so thu 2");
ps2.Nhapgt();
System.out.print(" Phan so thu 1 = ");
PhanSo1.XuatPS(ps1);
System.out.print(" Phan so thu 2 = ");
PhanSo1.XuatPS(ps2);
System.out.print(" Tong 2 phan so = ");
ps3= ps3.Congps(ps1, ps2);
ps3.XuatPS(ps3);
System.out.print(" Tru 2 phan so = ");
ps3= ps3.Trups(ps1, ps2);
ps3.XuatPS(ps3);
System.out.print(" Tich 2 phan so = ");
ps3= ps3.Nhanps(ps1, ps2);
ps3.XuatPS(ps3);
System.out.print(" Thuong 2 phan so = ");
ps3= ps3.Chiaps(ps1, ps2);
ps3.XuatPS(ps3);

}

```

```

run:
Nhap phan so thu nhât
nhap tu so = 1
nhap mau so = 2
Nhap phan so thu 2 nhap tu so = 3
nhap mau so = 4
Phan so thu 1 = 1/2
Phan so thu 2 = 3/4
Tong 2 phan so = 2/2
Tru 2 phan so = 0/2
Tich 2 phan so = 1/4
Thuong 2 phan so = 1BUILD SUCCESSFUL (total time: 5 seconds)
|

```

```

}

```

Kết quả