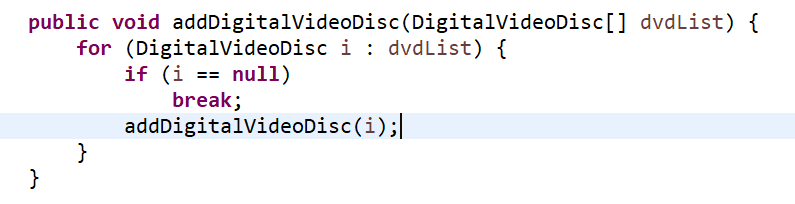
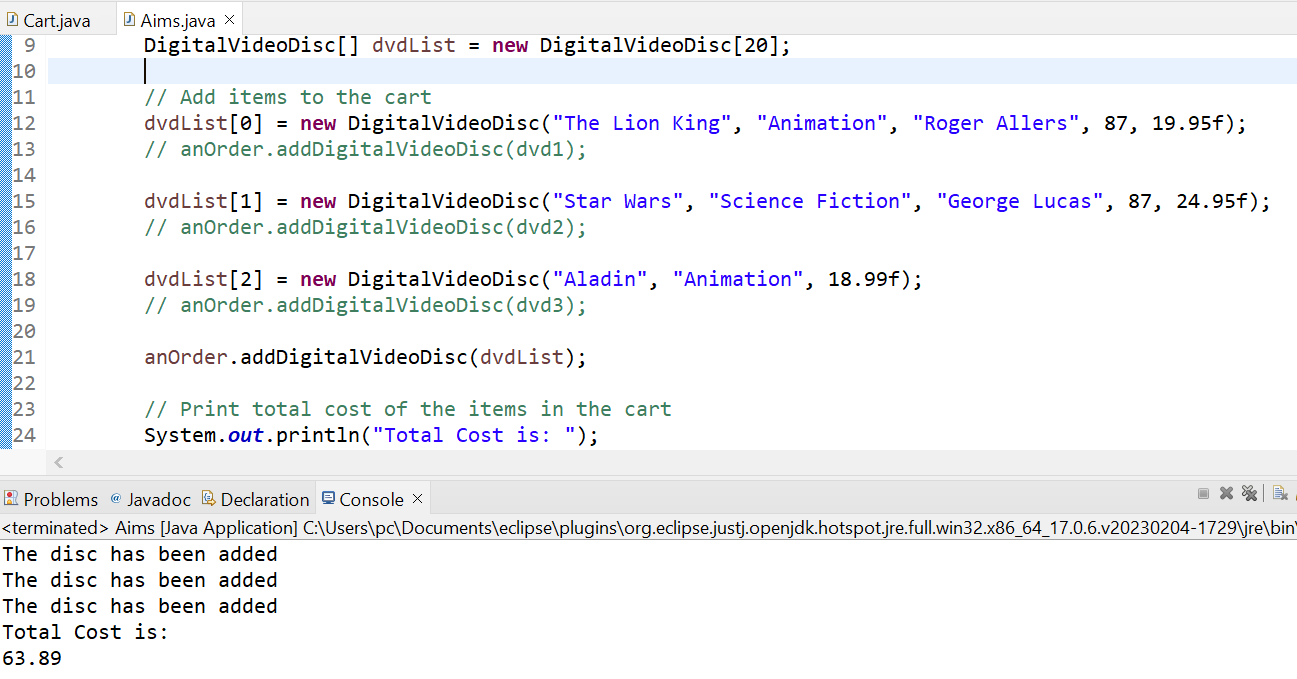
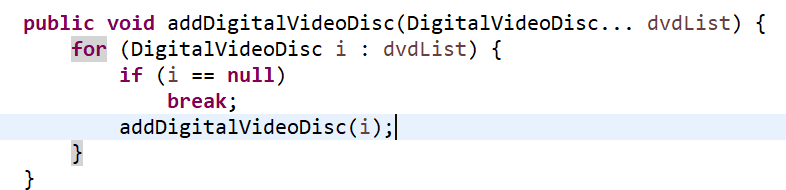
BÁO CÁO THỰC HÀNH LAB 3  
LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

## 2. Working with method overloading

2.1 Overloading by differing types of parameters

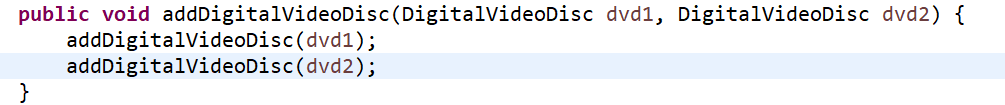






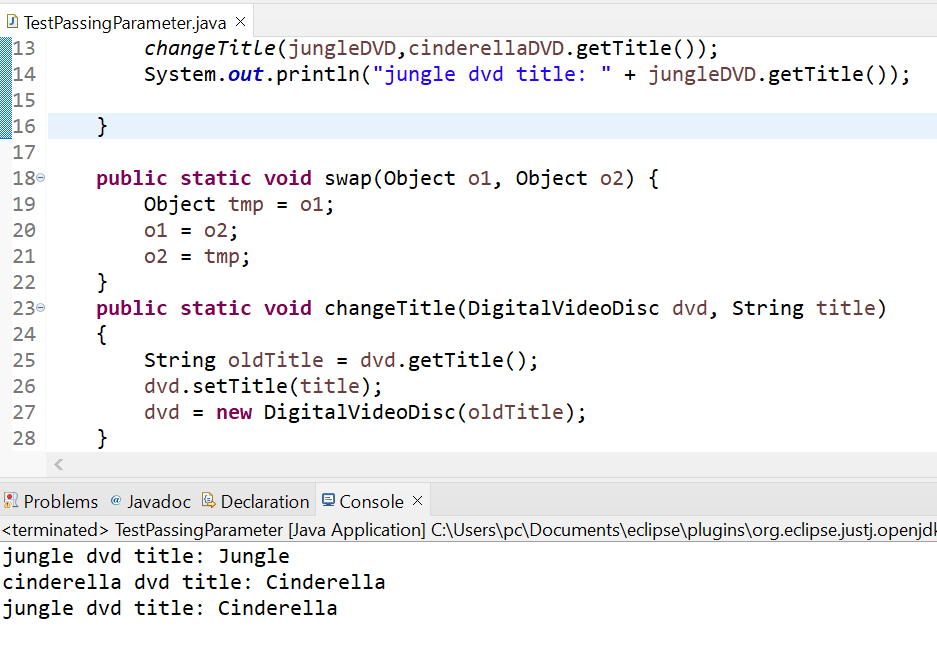


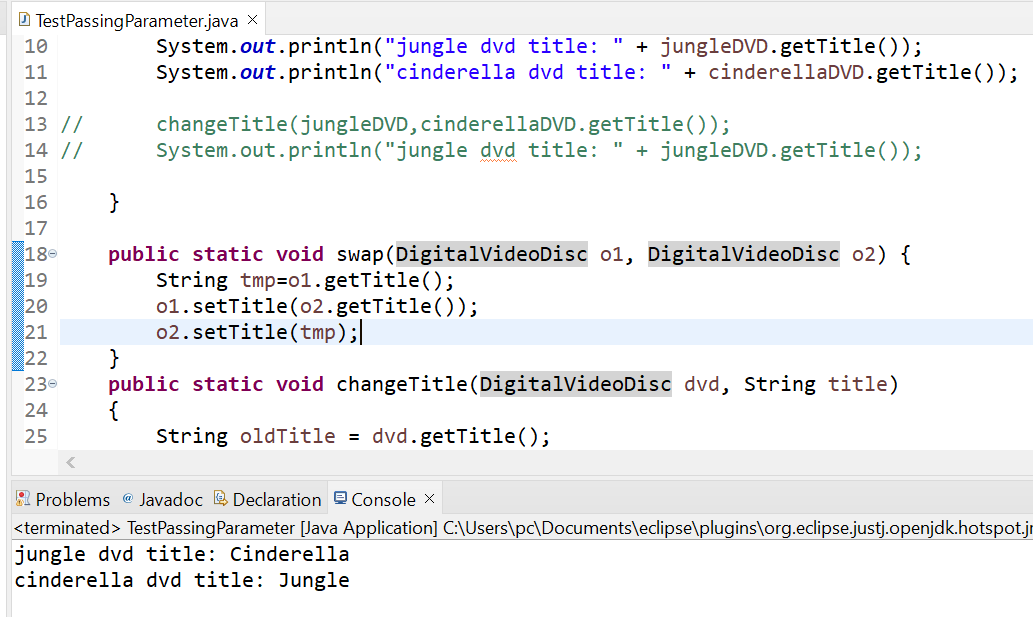
2.2. Overloading by differing the number of parameters





## 3. Passing parameter

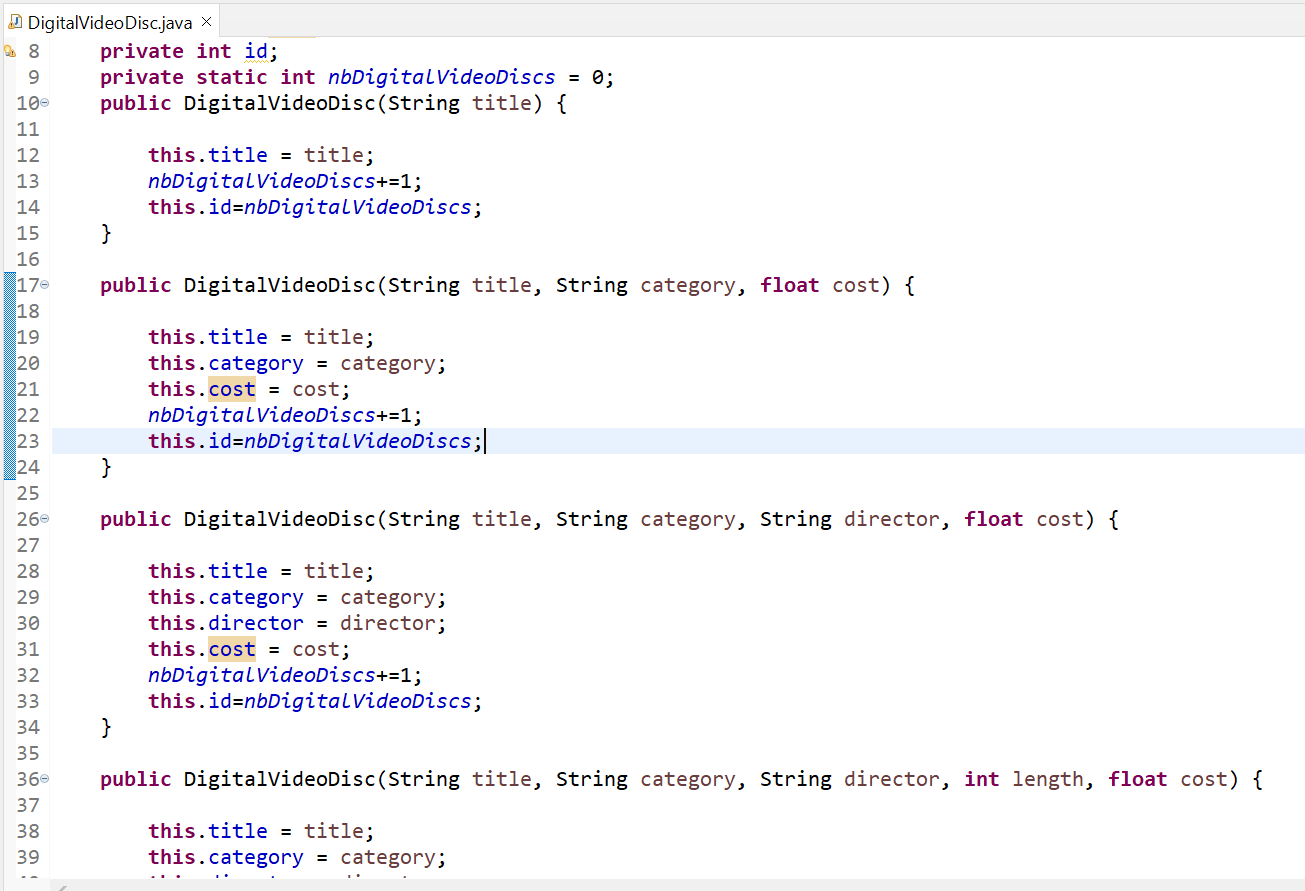




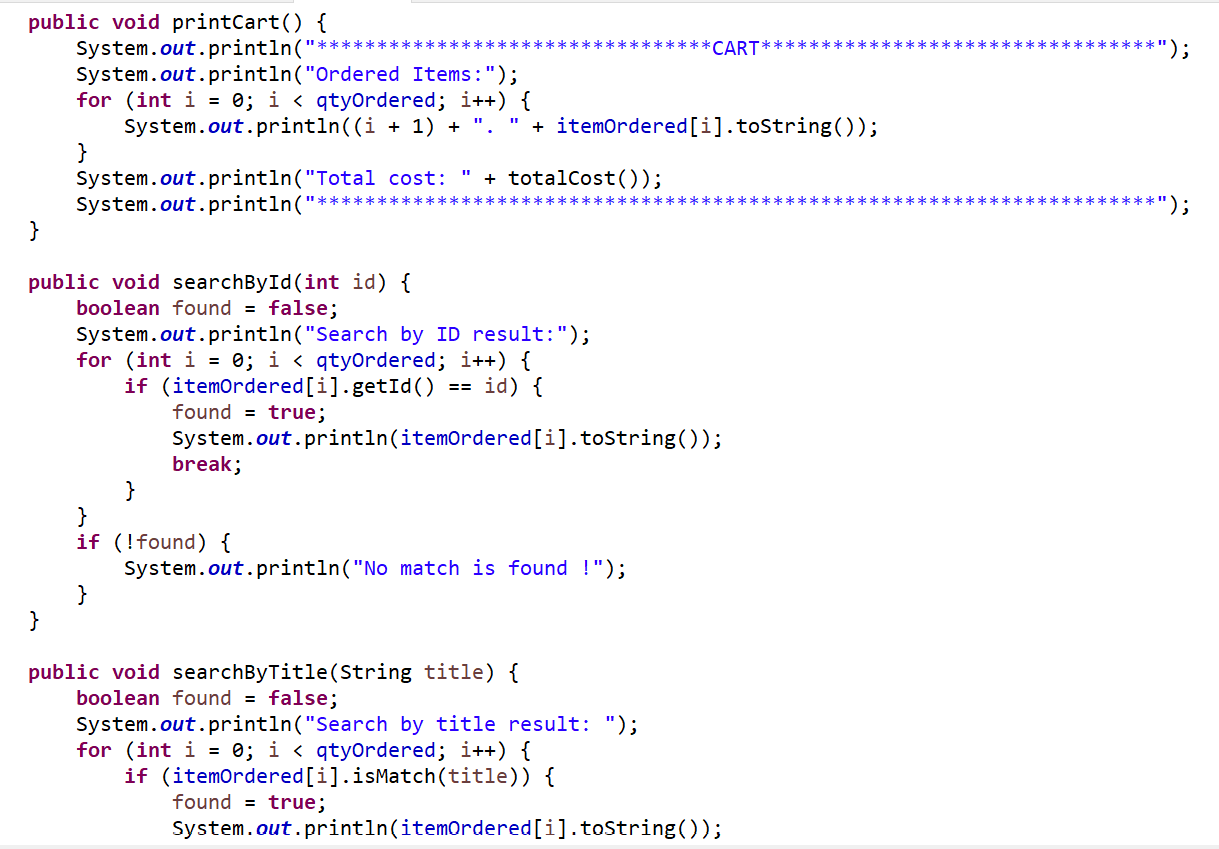
## 4. Use debug run:

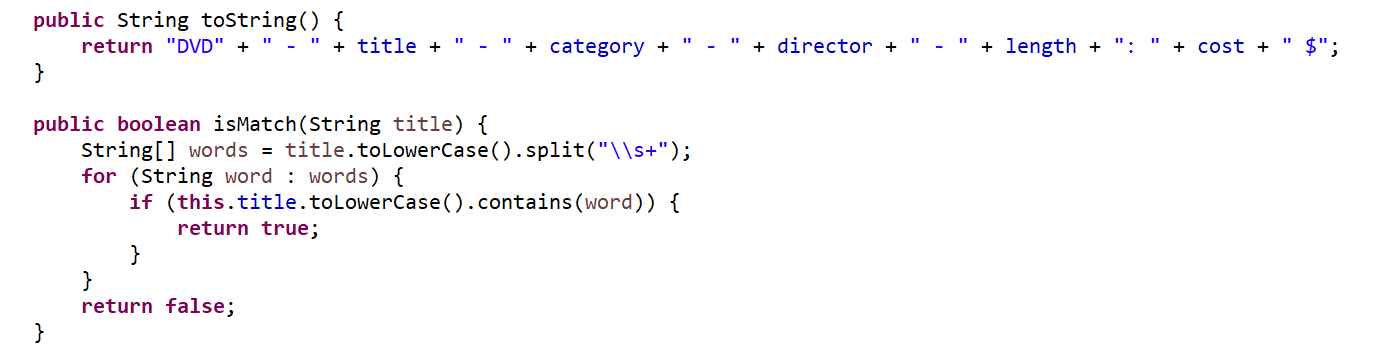
## 

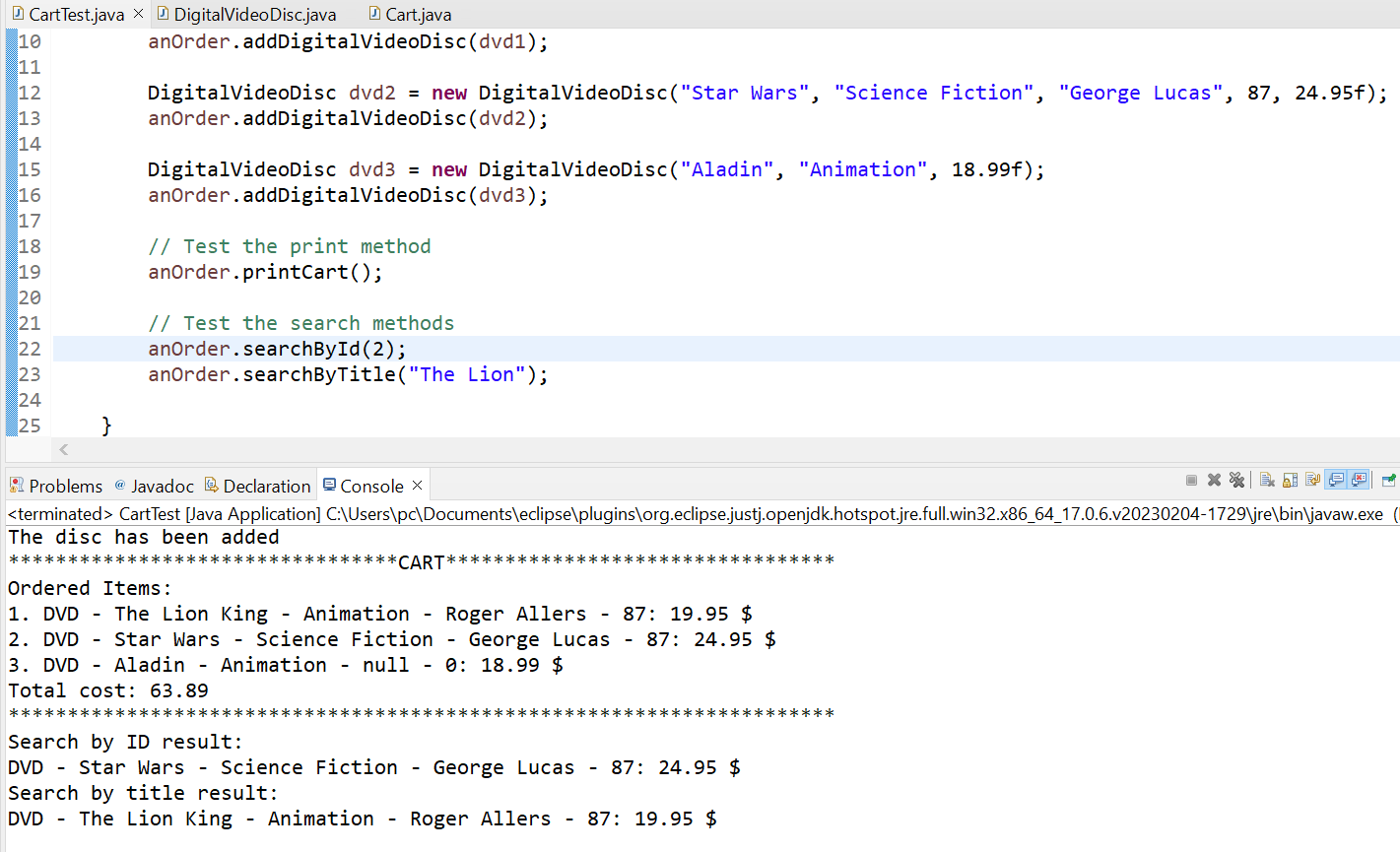
## 5. Classifier Member and Instance Member



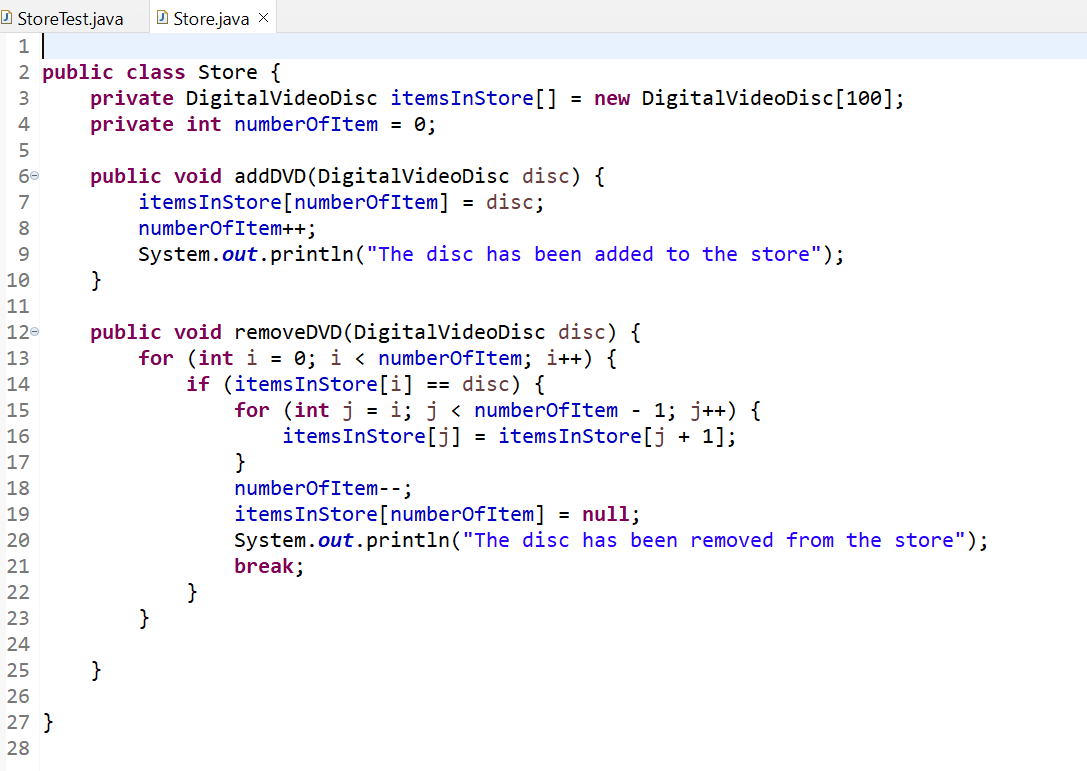
## 6. Open the Cart class





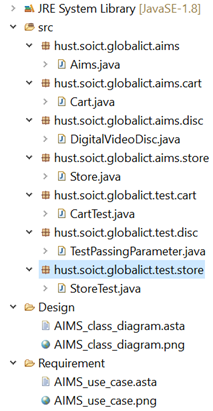


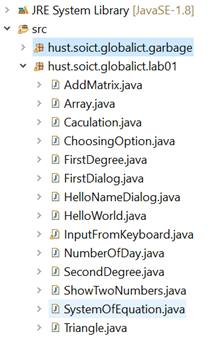
## 7. Implement the Store class





## 8. Re-organize your projects





## 9. String, StringBuilder and StringBuffer

