# BÁO CÁO THỰC HÀNH LAB 3 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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- I. Mã nguồn chương trình:
- 1. Branch your respository:
- 2. Method overloading:

Figure 1: Method overloading

3. Passing Parameter:

Figure 2: TestPassingParameter class

Figure 3: Phương thức swap mới

```
//test phuong thuc swap moi

swap(jungleDVD, cinderellaDVD);

System.out.println("Sau khi swap: ");

System.out.println("ungle DVD title: " + jungleDVD.getTitle());

System.out.println("cinderella DVD title: " + cinderellaDVD.getTitle());
```

Figure 4: Chạy thử phương thức swap mới

#### 4. Use debug run:

```
//test phuong thuc swap moi

swap(jungleDVD, cinderellaDVD);

System.out.println("Sau khi swap: ");

System.out.println("ungle DVD title: " + jungleDVD.getTitle());

System.out.println("cinderella DVD title: " + cinderellaDVD.getTitle());

19
```

Figure 5: Thêm breakpoint

```
//test phuong thuc swap moi

swap(jungleDVD, cinderellaDVD);

System.out.println("Sau khi swap: ");

System.out.println("ungle DVD title: " + jungleDVD.getTitle());

System.out.println("cinderella DVD title: " + cinderellaDVD.getTitle());
```

Figure 6: Xóa checkpoint

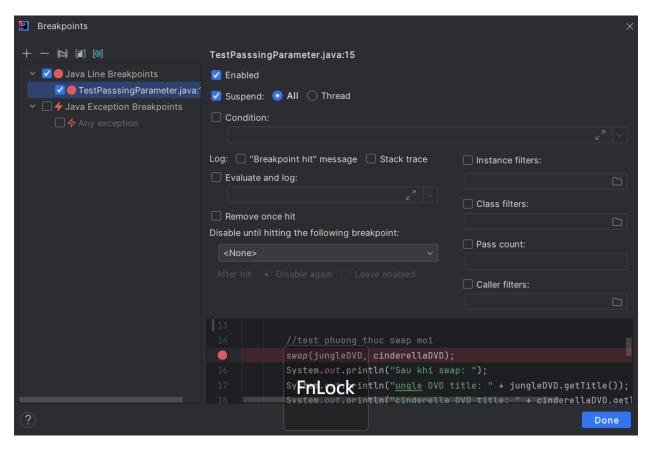


Figure 7: Breakpoint view

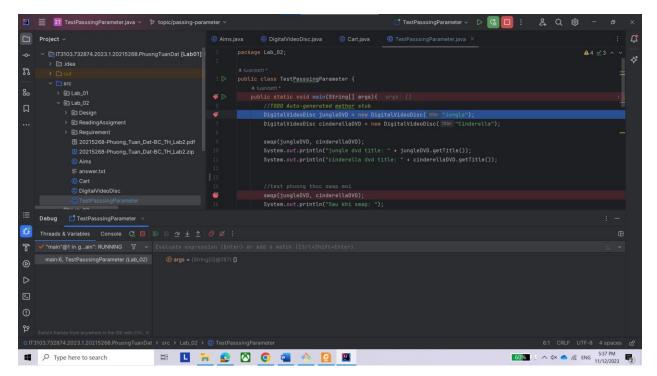


Figure 8: Debug mode



Figure 9: Biến trong Variables View

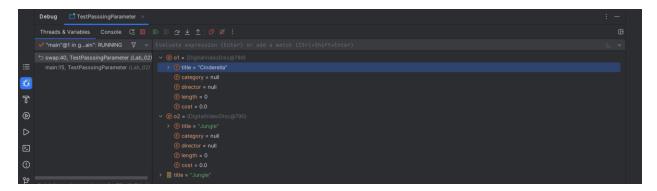


Figure 10: Step over dòng 39

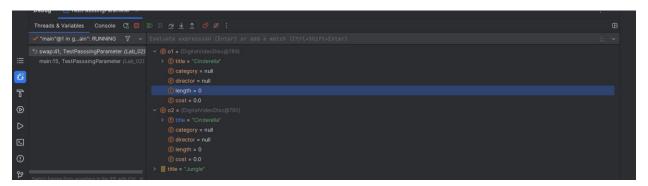


Figure 11: Step over dòng 40

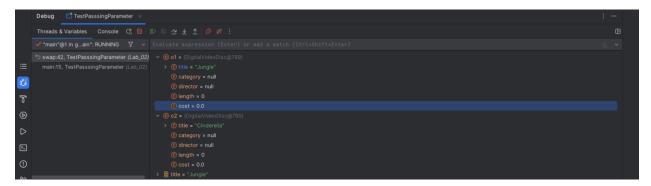


Figure 12: Step over dòng 41

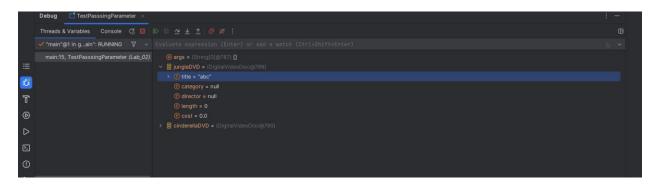


Figure 13: Sửa giá trị biến trong debug mode

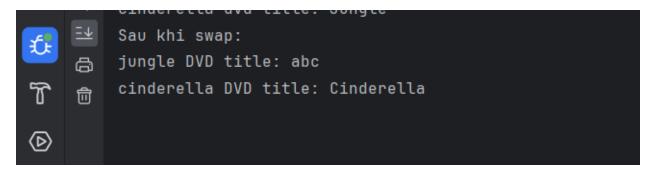


Figure 14: Kết quả trên console

5. Classifier Member and Instance Member:

```
private static int nbDigitαlVideoDiscs = 0; //Class member 5 usages
private int id; // Object member
```

```
public DigitalVideoDisc(String title) {
    nbDigitalVideoDiscs++;
    this.title = title;
    this.id = nbDigitalVideoDiscs;
}

lusage _twandatt

public DigitalVideoDisc(String title, String category, float cost) {
    nbDigitalVideoDisc(String title, String category, float cost) {
    nbDigitalVideoDiscS++;
    this.title = title;
    this.category = category;
    this.id = nbDigitalVideoDiscs;
}

nousages _twandatt

public DigitalVideoDisc(String title, String category, String director, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, float cost) {
    nbDigitalVideoDiscs++;
    this.title = title;
    this.category = category;
    this.director = director;
    this.cost = cost;
    this.id = nbDigitalVideoDiscs;
}

2 usages _twandatt

public DigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float cost) {
    nbDigitalVideoDisc(String title, String category, String director, int length, float co
```

Figure 15: Class member và Object member

#### 6. Open Cart Class:

Figure 16: Phương thức Print

```
package Lab_02;

new*

public class CartTest {

new*

public static void main(String[] args){

//Create new cart
Cart cart = new Cart();

//Create new dvd objects and add them to the cart
DigitalVideoDisc dvd1 = new DigitalVideoDisc( title: "The Lion King", Category: "Animation", director: "Roger Allers",
cart.addDigitalVideoDisc(dvd1);

DigitalVideoDisc dvd2 = new DigitalVideoDisc( title: "Star War", Category: "Science Fiction", director: "George Lucas",
cart.addDigitalVideoDisc(dvd2);

DigitalVideoDisc dvd3 = new DigitalVideoDisc( title: "Aladin", Category: "Animation", Cost 18.95f);
cart.addDigitalVideoDisc(dvd3);

//test print method
cart.print();

//test print method
cart.print();

//test print method
cart.print();
```

Figure 17: CartTest Class test print method

```
± tuandattt
public String toString(){
    return "DVD " + "- " + this.title + " - " + this.category + " - " + this.director + " - " + this.length + ": " + this.cost + " $";
}
```

Figure 18: Phương thức toString

```
1 usage  tuandattt
public boolean isMatch(String title){
    if(title.equals(this.title)) return true;
    else {
       return false;
    }
}
```

Figure 19: Phương thức boolean isMatch

Figure 20: Phương thức search theo title và id

```
//test search by id method
System.out.println("Search by id:");
cart.search(id: 1);
//test search by title method
System.out.println("Search by title:");
cart.search( title: "Aladin");
}
```

Figure 21: CartTest class test tìm kiếm theo title và id

#### 7. Implement the Store Class:

```
2 usages    new*
public class Store {
    //Danh    sach    dia trong cua hang
    5 usages
    private DigitalVideoDisc itemsInStore[] = new DigitalVideoDisc[100];
    //So luong dia trong cua hang
    6 usages
    int numberItem;

//Them dia vao danh sach cua cua hang
    3 usages new*
public void addDVD(DigitalVideoDisc disc){
    itemsInStore[numberItem] = disc;
    numberItem++;
    System.out.println("Added " + disc.getTitle() + " to the store");
}
```

```
lusage new*
public void removeDVD(DigitalVideoDisc disc){

boolean found = false;
for(int i = 0; i < numberItem; i++){

    if(itemsInStore[i] == disc){

        //lùi dvd tim tháy xuống cuối danh sách
        for(int j = i; j < numberItem - 1; j++){

            itemsInStore[j] = itemsInStore[j+1];
        }

        //xóa dvd tim dựcc
        itemsInStore[numberItem - 1] = null;

        //cập nhật số lượng dvd
        numberItem--;

        //cập nhật đã tìm tháy dvd muốn xóa
        found = true;
        System.out.println("Removed " + disc.getTitle() + " from the store");
        break;
    }
}

if(!found){
        System.out.println("Cannot find " + disc.getTitle());
}
</pre>
```

Figure 22: Store Class

```
package Lab_02;

new *

public class StoreTest {

new *

public static void main(String[] args){

    //Create new cart

    Store MyStore = new Store();

    //Create new dvd objects and add them to the cart

    DigitalVideoDisc dvd1 = new DigitalVideoDisc( little: "The Lion King", category: "Animation", director: "Roger Allers", MyStore.addDVD(dvd1);

    DigitalVideoDisc dvd2 = new DigitalVideoDisc( little: "Star War", category: "Science Fiction", director: "George Lucas", MyStore.addDVD(dvd2);

    DigitalVideoDisc dvd3 = new DigitalVideoDisc( little: "Aladin", category: "Animation", cost: 18.95f);

    MyStore.addDVD(dvd3);

    MyStore.removeDVD(dvd1);
}
```

Figure 23: Chạy thử phương thức addDVD và removeDVD

### 8. Re-organize projects:

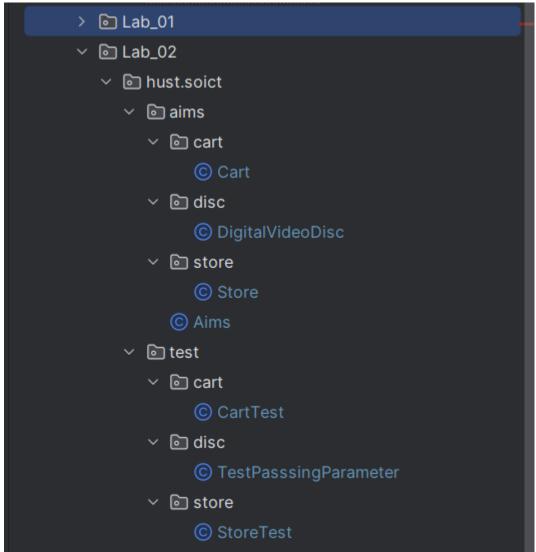


Figure 24: Sắp xếp các Class

9. String, StringBuilder and StringBuffer:

Figure 25: ConcatenationInLoops Class

```
package hust.soict.garbage;

import java.nio.file.Files;
import java.nio.file.Path;
import java.nio.file.Path;
import java.nio.file.Path;
import java.nio.fole.Path;
import java.nio.folexception;

nousages new*
public class GarbageCreator {
    nousages new*
public void createGarbage(){
    String filename = "test.exe";
    byte[] inputBytes = { 0 };
    long startTime, endTime;

try {
    inputBytes = Files.readAilBytes(Paths.get(filename));
    } catch (IOException e) {
        throw new RuntimeException(e);
    }
    startTime = System.currentTimeHillis();
    String outputString = "";
    for(byte b : inputBytes){
        outputString += (char)b;
    }
    endTime = System.currentTimeHillis();
    System.out.println(endTime - startTime);
}
```

Figure 26: GarbageCreator Class

Figure 27: NoGarbage Class

```
package hust.soict.garbage;

import java.nio.file.Files;
import java.nio.file.Paths;
import java.nio.file.Paths;
import java.io.IOException;

nousages new*

public class GarbageCreator {
    nousages new*

public void createGarbage(){
    String filename = "test.exe";
    byte[] imputBytes = {0};
    long startTime, endTime;

try {
    inputBytes = Files.readAllBytes(Paths.get(filename));
    } catch (10Exception e) {
        throw new RuntimeException(e);
    }
    startTime = System.currentTimeMillis();
    //Su dung StringBytider outputStringBytider = new StringBytider();
    //String outputString = "";
    for(byte b : inputBytes){
        outputStringBytider.append((char)b);
    }
    endTime = System.currentTimeMillis();
    System.out.println(endTime - startTime);
}
```

Figure 28: CreatorGarbage Class sử dụng StringBuffer

# II. Demo chương trình:

```
jungle dvd title: Jungle
cinderella dvd title: Cinderella
jungle dvd title: Cinderella
Process finished with exit code 0
```

Figure 29: Kết quả PassingParameter

```
jungle dvd title: Cinderella
cinderella dvd title: Jungle
Sau khi swap:
ungle DVD title: Jungle
cinderella DVD title: Cinderella
```

Figure 30: Kết quả PassingParameter sau swap

Figure 31: Kết quả print-cart

```
Search by id:

DVD - The Lion King - Animation - Roger Allers - 87: 19.95 $

Search by title:

DVD - Aladin - Animation - null - 0: 18.95 $
```

Figure 32: Kết quả search-cart

"C:\Program Files\Java\jdk-21\bin\java.exe" "Added The Lion King to the store
Added Star War to the store
Added Aladin to the store
Removed The Lion King from the store

Process finished with exit code 0

Figure 33: Kết quả TestStore Class

## III. Class Diagram

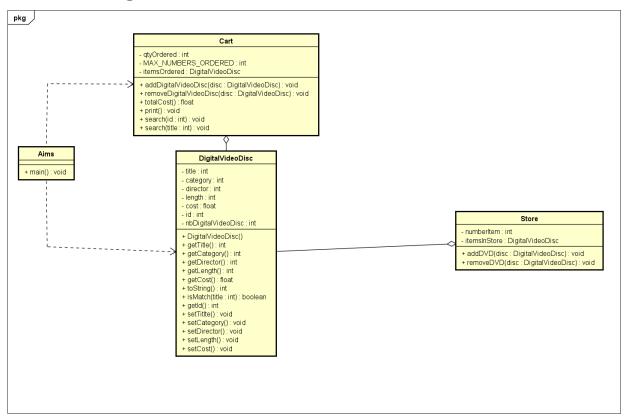


Figure 34: Update Class Diagram