BÁO CÁO THỰC HÀNH LAP 1 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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The Very First Java Programs

2.2.1. Write, compile the first Java application:

```
package Lab_01;

//Example 1: HelloWorld.java
//Text-printing program

public class HelloWorld{

new*

public static void main (String args[]){

System.out.println("Phuong Tuan Dat - 20215268");

System.out.println("Xin chao \n cac ban!");

System.out.println("Hello \t world!");

}//end of method main

}

// Package Lab_01;

//Example 1: HelloWorld.java
//Text-printing program
//Text-printing program
//Text-printing program
//Example 1: HelloWorld.java
//Text-printing program
//Example 2: HelloWorld.java
//Text-printing program
//Text-printing
```

Figure 1: 2.2.1a

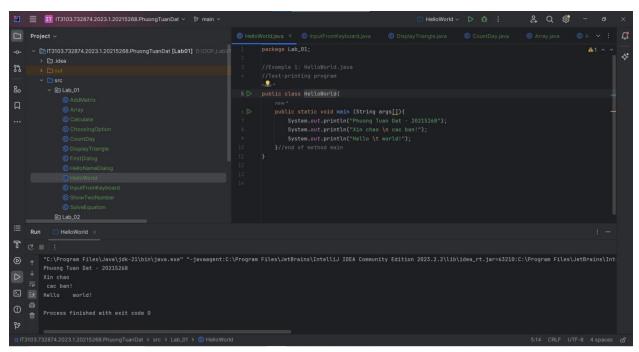


Figure 2: 2.2.1b

2.2.2 Write, compile the first dialog Java program

```
package Lab_01;
//Example 2: FirstDialog.java
import javax.swing.JOptionPane;
new*

public class FirstDialog {

new*

public static void main(String[] args){

JOptionPane.showMessageDialog( parentComponent null, message: "Phuong Tuan Dat -20215268 - Hello world!

System.exit( status: 0);

}

10

}
```

Figure 3: 2.2.2a

```
package Lab_01;

//Example 2: FirstDialog.java

import javax.swing.JOptionPane;

new*

public class FirstDialog {

new*

public static void main(String[] args){

JOptionPane.showMessageDialog( parentComponent: null, message: "Phuong Tuan Dat -20215268 - Hello world!

System.exit( status: 0);

}

Message

| Phuong Tuan Dat -20215268 - Hello world! How are you?

| OK | OK | OK |

| Phuong Tuan Dat -20215268 - Hello world! How are you?
```

Figure 4: 2.2.2b

2.2.3 Write, compile the first input dialog Java application

```
package Lab_01;

//Example 3:HelloNameDialog.java

import javax.swing.JOptionPane;

now*

public class HelloNameDialog {

new*

public static void main(String[] args){

String result;

result = JOptionPane.showInputDialog("Please enter your name:");

JOptionPane.showMessageDialog( parentComponent null, message: "Hi " + result + "!");

System.exit( status: 0);

}

10 }

11
```

Figure 5: 2.2.3a

Figure 6: 2.2.3b

Figure 7: 2.2.3c

2.2.4 Write, compile, and run the following example:

```
package Lab_01;

//Example 5: ShowTwoNumber.java

import javax.swing.JOptionPane;

//Nhap vao 2 so va Hien thi ra hai so vua nhap
new*

public class ShowTwoNumber {
    new*

public static void main(String[] args){
    String strNum1, strNum2;
    String strNotification = "You've just entered: ";

strNum1 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the first number:",
    strNum2 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the second number:",
    strNum2 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the second number:",
    strNum2 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the second number:",
    strNotification += strNum2;

JOptionPane.showMessageDialog( parentComponent null, strNotification, little: "Show two numbers", JOptionPane.show.exit( status: 0);
```

Figure 8: 2.2.4a

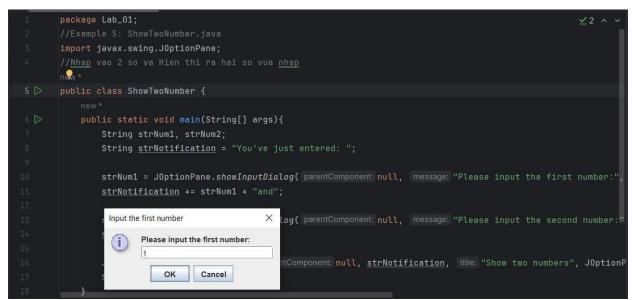


Figure 9: 2.2.4b

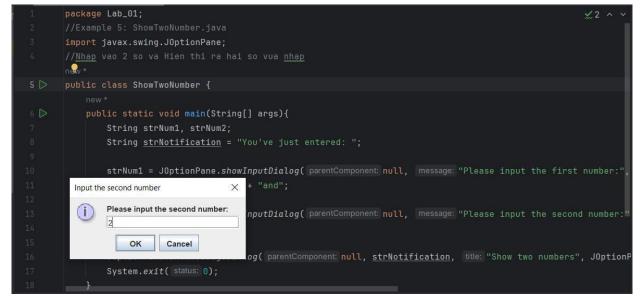


Figure 10: 2.2.4c

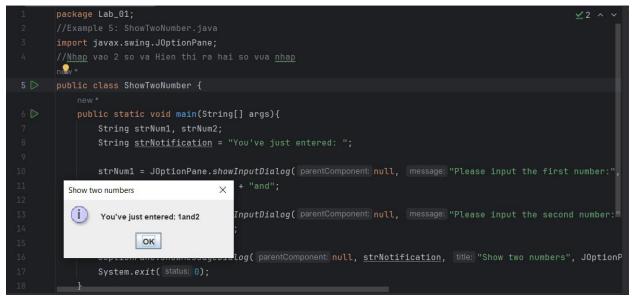


Figure 11: 2.2.4d

2.2.5 Write a program to calculate sum, difference, product, and quotient of 2 double numbers which are entered by users.

Notes

- To convert from String to double, you can use
 double num1 = Double.parseDouble(strNum1)
- Check the divisor of the division

```
package Lab_01;

//Example 6: Calculate.java4

import javax.swing.jUptionPane;

new*

public class Calculate {
    new*

public static void main(String[] args){
    String strNum1, strNum2;

    strNum1 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the first number:",
    strNum1 = JOptionPane.showInputDialog( parentComponent null, message: "Please input the second number:",
    double num1 = Double.parseDouble(strNum1);
    double num2 = Double.parseDouble(strNum2));
    double sum = num1 + num2;
    double diff = num1 - num2;
    double groduct = num1 * num2;
    double product = num1 * num2;
    System.out.println(sum);
    System.out.println(fiff);
    System.out.println(fiff);
    System.out.println(0);
    jelse if(num2 == 0 && num1 != 0){
        System.out.println(0);
        jelse if(num1 == 0 && num2 := 0){
            System.out.println(0);
        }else if(num1 == 0 && num2 := 0){
            System.out.println(0);
        }else if(num1 == 0 && num2 := 0){
            System.out.println(0);
        }else if(num1 == 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0);
        }else if(num2 := 0 && num2 := 0){
            System.out.println(0
```

Figure 12: 2.2.5a

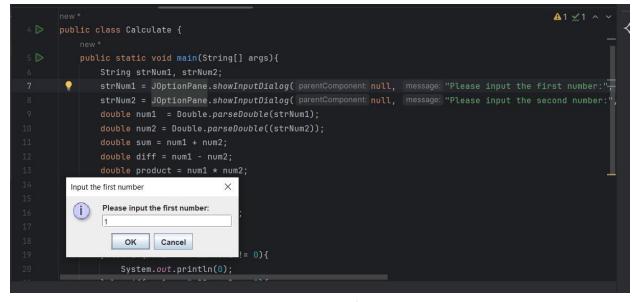


Figure 13: 2.2.5b

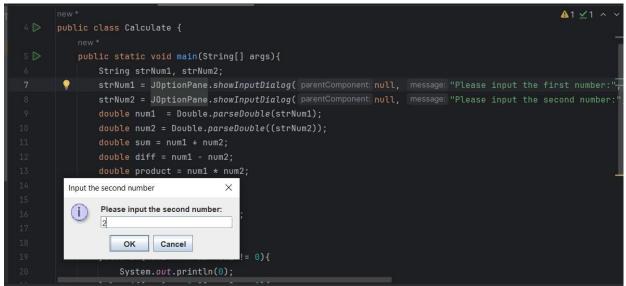


Figure 14: 2.2.5c

```
"C:\Program Files\Java\jdk-21\bin\java.exe" "-java.0
-1.0
2.0
0.5

Process finished with exit code 0
```

Figure 15: 2.2.5d

2.2.6 Write a program to solve

```
package Lab_01;

//Example 7: SolveEquation.java4

import java.util.Scanner;

new*

public class SolveEquation {

new

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.println("Choose the type of equation to solve:");

System.out.println("1. First-degree equation with one variable");

System.out.println("2. System of first-degree equations with two variables");

System.out.println("3. Second-degree equation with one variable*);

int choice = scanner.nextInt();

switch (choice) {

case 1:

System.out.print("Enter the value of a: ");

double a = scanner.nextDouble();

System.out.print("Enter the value of b: ");

double b = scanner.nextDouble();

solveLinearEquation(a, b);

break;

case 2:

System.out.print("Enter the value of a11: ");

double a11 = scanner.nextDouble();

System.out.print("Enter the value of b1: ");

double a12 = scanner.nextDouble();

System.out.print("Enter the value of b1: ");

double a12 = scanner.nextDouble();

System.out.print("Enter the value of b1: ");

double a12 = scanner.nextDouble();

System.out.print("Enter the value of b1: ");

double a12 = scanner.nextDouble();

System.out.print("Enter the value of b1: ");

double a12 = scanner.nextDouble();
```

Figure 16: 2.2.6a

```
System.out.print("Enter the value of a21: ");

double a21 = scanner.nextDouble();

System.out.print("Enter the value of a22: ");

double a22 = scanner.nextDouble();

System.out.print("Enter the value of b2: ");

double b2 = scanner.nextDouble();

solvelinearSystem(a11, a12, b1, a21, a22, b2);

break;

case 3:

System.out.print("Enter the value of a: ");

double quadraticA = scanner.nextDouble();

System.out.print("Enter the value of b: ");

double quadraticB = scanner.nextDouble();

System.out.print("Enter the value of c: ");

double quadraticB = scanner.nextDouble();

solveQuadraticG = scanner.nextDouble();

solveQuadraticEquation(quadraticA, quadraticB, quadraticC);

break;

default:

System.out.println("Invalid choice");

}

1usage new.*

public static void solvelinearEquation(double a, double b) {

if (a == 0) {

if (b == 0) {

System.out.println("Infinite solutions");

} else {

System.out.println("No solution");

}

} else {
```

Figure 17: 2.2.6b

```
} else {
    double x = -b / a;
    System.out.println("The solution is x = " + x);
}

1usage new*
public static void solveLinearSystem(double all, double al2, double b1, double a21, double b2

double determinant = all * a22 - a21 * a12;
if (determinant == 0) {
    if ((b1 * a22 - b2 * a12) == 0) {
        System.out.println("Infinite solutions");
    } else {
        double x1 = (b1 * a22 - b2 * a12) / determinant;
        double x2 = (all * b2 - a21 * b1) / determinant;
        System.out.println("The solutions are x1 = " + x1 + ", x2 = " + x2);
}

1usage new*
public static void solveQuadraticEquation(double a, double b, double c) {
        double discriminant = b * b - 4 * a * c;
        if (discriminant > 0) {
            double root2 = (-b - Math.sgrt(discriminant)) / (2 * a);
            double root2 = (-b - Math.sgrt(discriminant)) / (2 * a);
            system.out.println("The solutions are real and distinct: x1 = " + root1 + ", x2 = " + root2);
        } else if (discriminant == 0) {
            double root2 = (-b - Math.sgrt(discriminant)) / (2 * a);
            double root2 = -b / (2 * a);
}
```

Figure 18: 2.2.6c

```
System.out.println("The solution is a double root: x = " + root);
} else {
    System.out.println("No real roots");
}
}
}
```

Figure 19: 2.2.6d

```
1. First-degree equation with one variable
2. System of first-degree equations with two variables
3. Second-degree equation with one variable

1

Enter the value of a: 3

Enter the value of b: 3

The solution is x = -1.0

Process finished with exit code 0
```

Figure 20: 2.2.6e

```
Build System of first-degree equations with two variables

5. Second-degree equation with one variable

Enter the value of a11: 1

Enter the value of a12: 1

Enter the value of b1: 1

Enter the value of a21: 1

Enter the value of a22: 3

Enter the value of b2: 2

The solutions are x1 = 0.5, x2 = 0.5
```

Figure 21: 2.2.6f

Exercises

6.1 Write, compile and run the ChoosingOption program:

Figure 22: 6.1a

Figure 23: 6.1b

```
package Lab_01;
import javax.swing.JOptionPane;
new *

public class ChoosingOption {

new *

public static void main(String[] args){

int option = JOptionPane.showConfirmDialog( parentComponent null, message: "Do you want to change to the first cla
JOptionPane.showMessageDialog( parentComponent null, message: "You've chosen: " +(option==JOptionPane.YES_OPTION?

System.exit( status: 0);
}

Message

You've chosen: YES

OK
```

Figure 24: 6.1c

6.2 Write a program for input/output from keyboard

```
package Lab_01;
import java.util.Scanner;
import java.util.Scanner;
ituandattt*

public class InputFromKeyboard {
    tuandattt*
public static void main (String[] args){
    Scanner keyboard = new Scanner(System.in); //tao bien de nhap tu ban phim

    System.out.println("What's your name?");
    String strName = keyboard.nextLine(); //nhap tu ban phim
    int iAge = keyboard.nextInt();
    System.out.println("How tall are you (m)?");
    double dHeight = keyboard.nextDouble(); //nhap tu ban phim

//In ket qual
    System.out.println("Mrs/Mr" + strName + "," + iAge + " years old. " + "Your height is " +dHeight + ". ");
}
}
```

Figure 25: 6.2a

```
"C:\Program Files\Java\jdk-21\bin\java.exe" "-java
What's your name?

Dat
20
How tall are you (m)?
1.72
Mrs/MrDat,20 years old. Your height is 1.72.

Process finished with exit code 0
```

Figure 26: 6.2b

Write a program to display a triangle with a height of n stars (*), n is entered by users.

Figure 27: 6.3a

```
↑ "C:\Program Files\Java\jdk-21\bin\java.exe" "-javaaq
Hãy nhập số n
5 *****

******

Process finished with exit code 0
```

Figure 28: 6.3b

6.4 Write a program to display the number of days of a month, which is entered by users (both month and year). If it is an invalid month/year, ask the user to enter again

```
package Lab_01;

import java.util.Scanner;

**Luandatt**

public class CountDay {

**Luandatt**

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

int year;

String monthInput;

int month = 0;

while (true) {

System.out.print("Enter a year: "); //nhap nam

if (scanner.hasNextInt()) {

year = scanner.nextInt();

if (year >= 0) {

break;

}

System.out.println("Invalid year input. Please try again."); //kiem tra dieu kien

scanner.nextLine();

}

scanner.nextLine(); // Consume the newline character left by nextInt()

while (true) {

System.out.print("Enter a month: ");

monthInput = scanner.nextLine(); //nhap thang
```

Figure 29: 6.4a

Figure 31: 6.4b

```
| case "june":
| case "jun":
| case "jul":
| case "jul":
| case "jul":
| case "jul":
| case "jun":
|
```

Figure 30: 6.4c

Figure 32: 6.4c

```
case 2:
daysInMonth = isLeapYear ? 29 : 28; //kiem tra thang 2
break;
default:
daysInMonth = 31;
}

System.out.println("There are " + daysInMonth + " days in " + monthInput + " " + year + "."); //In ket qua

}

}
```

Figure 33: 6.4d

```
"C:\Program Files\Java\jdk-21\bin\java.exe" |
Enter a year: 2023
Enter a month: feb
There are 28 days in feb 2023.

Process finished with exit code 0
```

Figure 34: 6.4e

Write a Java program to sort a numeric array, and calculate the sum and average value of array elements

```
package Lab_01;
import ...
    tuandatt*

public class Array {
    tuandatt*

public static void main(String[] args) {
    double []a = new double[]{1789, 2035, 1899, 1456, 2013}; // khởi tạo mảng
    double sum = 0; //khoi tao tong
    for(double number: a) {
        sum += number;
    } //ham tinh tong
    double average = sum / a.length; //tinh gia tri trung binh
    Arrays.sort(a); //sap xep mang a

//In ket qua

System.out.println("Array after sort: ");
System.out.println("Sum of this array: ");
System.out.println(sum);

System.out.println(sum);

System.out.println("Average of this array: ");
System.out.println("Average);
}
}
```

Figure 35: 6.5a

```
"C:\Program Files\Java\jdk-21\bin\java.exe" "-javaagent:C:\Pr
Array after sort:
[1456.0, 1789.0, 1899.0, 2013.0, 2035.0]
Sum of this array:
9192.0
Average of this array:
1838.4
Process finished with exit code 0
```

Figure 36: 6.5b

6.6 Write a Java program to add two matrices of the same size

Figure 37: 6.6a

```
//khởi tạo 3 ma trận
    tuandatt*

public static void main(String[] args){
    int [][]matrix1 = new int[3][3];
    int [][]matrix2 = new int[3][3];
    int [][]matrix3 = new int[3][3];
    for(int i = 0; i < 3; i++){
        for(int j = 0; j < 3; j++){
            matrix1[i][j] = i + j;
            matrix2[i][j] = i - j;
            matrix3[i][j] = matrix1[i][j] + matrix2[i][j];
        }
    }
    //In ra tổng 3 ma trận
    System.out.println("Matrix 1: ");
    print(matrix1);
    System.out.println("Matrix 2: ");
    print(matrix2);
    System.out.println("Matrix 3: ");
    print(matrix3);
}
</pre>
```

Figure 38: 6.6b

```
"C:\Program Files\Java\jdk-21\bin\java.exe" "-Matrix 1:
0 1 2
1 2 3
2 3 4
Matrix 2:
0 -1 -2
1 0 -1
2 1 0
Matrix 3:
0 0 0
2 2 2
4 4 4

Process finished with exit code 0
```

Figure 39: 6.6c