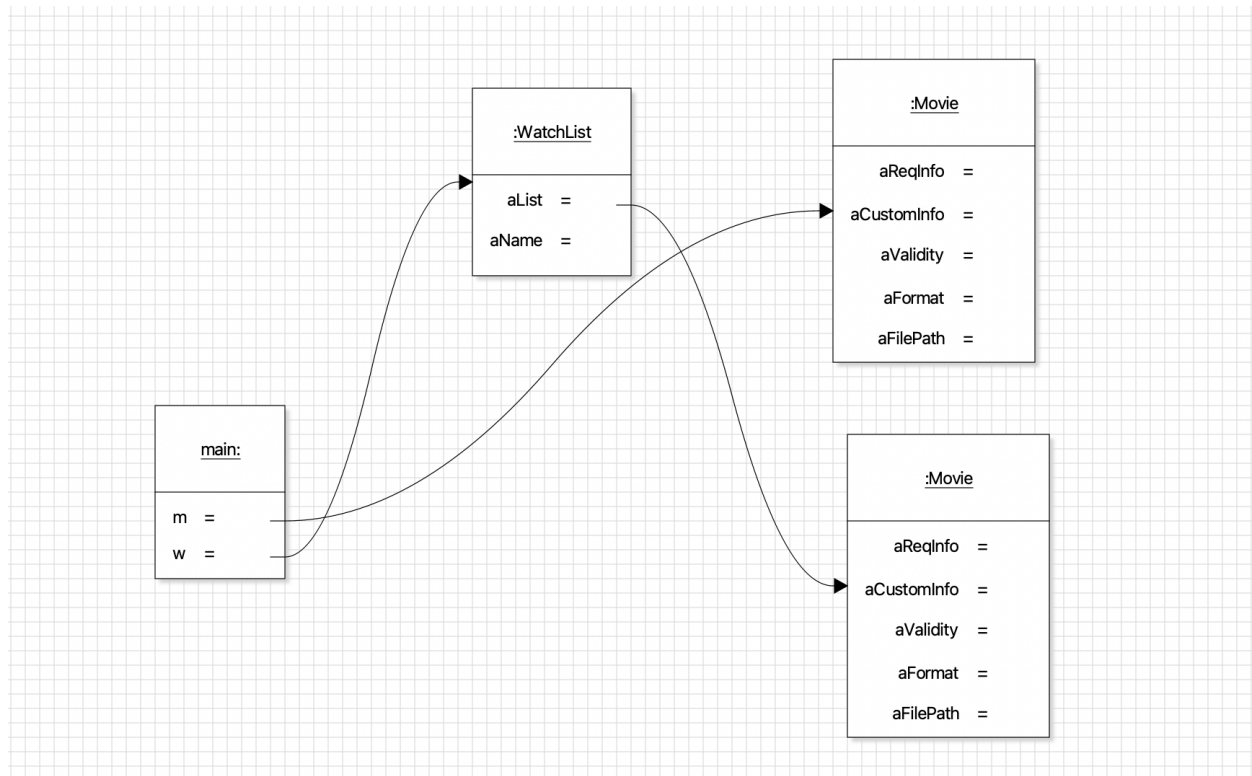


One of the design techniques I employed frequently was the use of a separate constructor to “clone” an object. The advantage of this was that when using specific methods, I was able to create a new identical object such that the user did not have access to “private” fields. Here is an example of this with the getMovie method:

```
Movie m = new Movie (true, Format.MP4, "Desktop", "Titanic", "French", "MGM");  
WatchList w = new WatchList ("Ocean");  
w.addMovie(m);
```



Note: in this diagram, the two movies’ private fields contain the same values.

The disadvantage of having this additional constructor is that “cloning” an object takes more memory on the heap.

I divided the information field of Movie into required and custom information. Although having the two classes distinguishes their methods, I had to write methods in the required and custom information classes to be called in a separate method in Movie in order to hide private fields.

I frequently employed the use of strings so the user could not change private fields. The disadvantage of this was that the use of strings goes against the rule of Primitive Obsession.