THE REPORT FOR OOP LAB 2

Part 3: Use case diagram

Part 4: UML Class diagram

Diagram

Description automatically generated

Part 5: Create Aims class

Graphical user interface, text, application, chat or text message

Description automatically generated

Part 6: Create the DigitalVideoDisc class and its attributes



Part 8: Create accessors and mutators for the class DigitalVideoDisc

Graphical user interface, application

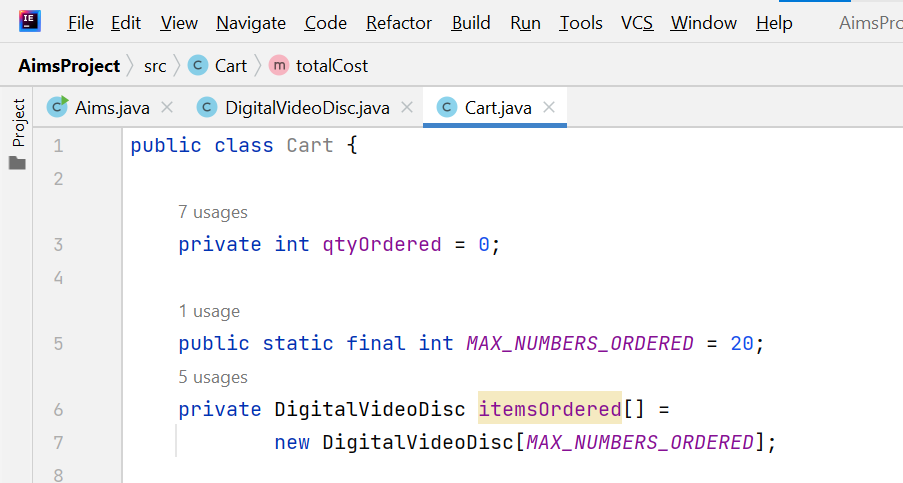
Description automatically generated

**Question:** - If you create a constructor method to build a DVD by title then create a constructor method to build a DVD by category. Does JAVA allow you to do this?

**Answer:** No, since we create a constructor method with only category attribute, it will have the same method signature as DigitalVideoDisc(String title) constructure. If that happens, the program will be confused when an object is create with the syntax like: DigitalVideoDisc opt = new DigitalVideoDisc(“Happy”);

Part 9: Create the Cart class to work with DigitalVideoDisc

1. Cart class



1. addDigitalVideoDisc(DigitalVideoDisc disc) method

Graphical user interface, text, application, email

Description automatically generated

1. removeDigitalVideoDisc(DigitalVideoDisc disc)

Graphical user interface, text, application

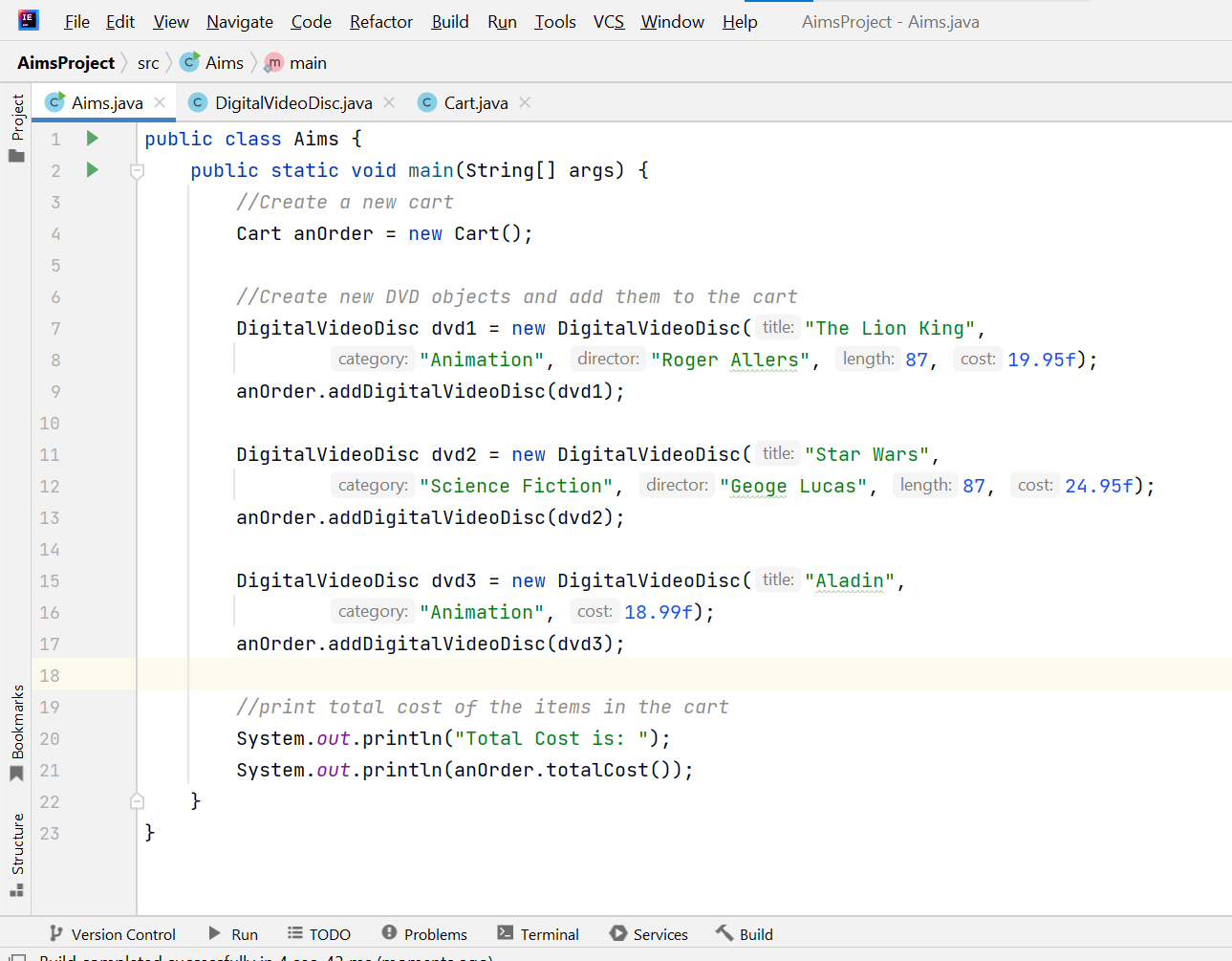
Description automatically generated

1. totalCost() method

Graphical user interface, text, application

Description automatically generated

Part 10: Create Carts of DigitalVideoDiscs



**The result:**

Graphical user interface, text, application, email

Description automatically generated

Part 11:

