BÁO CÁO THỰC HÀNH LAB 03 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

Phạm Minh Đạt -20210169

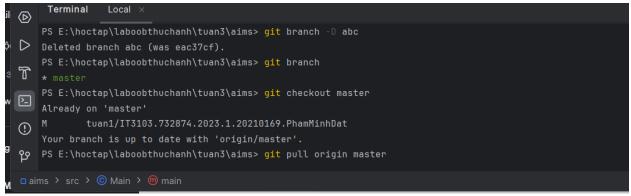
Mục lục

Mục Lục	
1.Branch your repository	1
2. Working with method overloading	5
3.Passing parameter	ε
4. Use debug run	ε
5. Classifier Member and Instance Member	7
6. Open the Cart class	S
7. Implement the Store class	10
8. Re-organize your projects	12
9. String, StringBuilder and StringBuffer	13
Question: Is JAVA a Pass by Value or a Pass by Reference programming language?	14
Mục Lục ảnh	
Pic1. Tạo branch mới abc và checkout vào để làm việc	3
Pic2: push lên branch abc	3
Pic 3: merge branch abc vào master	∠
D. 4. 40	
Pic4: đã merge thành công	4

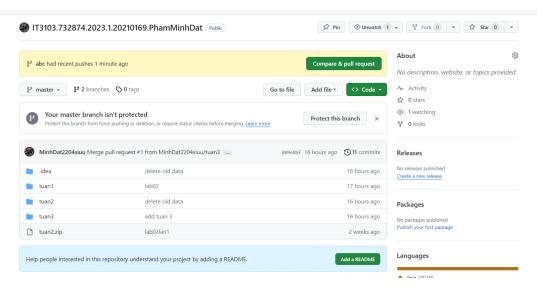
Pic6: Method addDigitalVideoDisc5

Pic 7: Method addDigitalVideoDisc(DigitalVideoDisc dvd1,DigitalVideoDisc dvd2)	5
Pic 8: Passing parameter code	6
Pic 9: Passing parameter code	6
Pic 10: Passing parameter code	6
Pic 11: Classifier Member and Instance Member Code	7
Pic 12: Classifier Member and Instance Member Code	7
Pic 13: Classifier Member and Instance Member Code	8
Pic 14: Classifier Member and Instance Member result	8
Pic 14: Method in class Cart to print the list	9
Pic15: Method in class Cart to search Title	9
Pic16: Method in class Cart to search ID	10
Pic17: Code class Store	10
Pic 18: Code class Store	11
Pic 19: Code class Store	11
Pic 20 sort folder code	12
Pic 21 Code ConcatenationInLoops	13
Pic 22 Code Garbagecreator	13
Pic23 NoGarbage code	14
=> In Java, when you pass a variable to a method, you are passing the value of the variable, not the actual variable itself. This is known as "pass-by-value."	14
In the context of method parameters, passing by value means that a copy of the value stored in the variable is passed to the method. Any changes made to the parameter inside the method do not affect the parameter inside the method.	
the original variable outside the method	±4

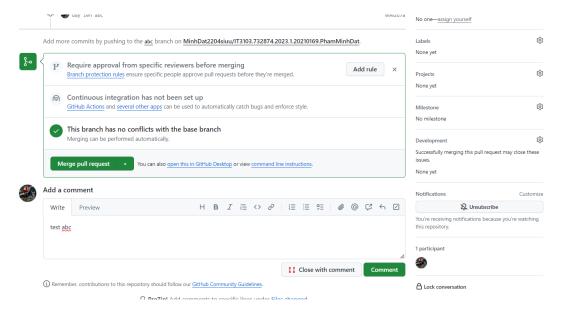
1. Branch your repository



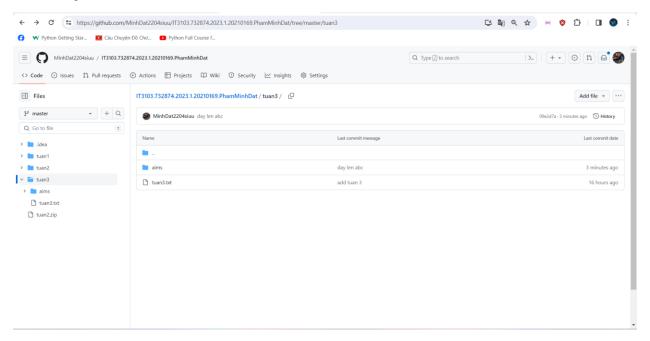
Pic1. Tạo branch mới abc và checkout vào để làm việc



Pic2: push lên branch abc



Pic 3: merge branch abc vào master



Pic4: đã merge thành công

```
PS E:\hoctap\laboobthuchanh\tuan3\aims> git checkout master
Switched to branch 'master'

M tuan1/IT3103.732874.2023.1.20210169.PhamMinhDat
Your branch is up to date with 'origin/master'.

PS E:\hoctap\laboobthuchanh\tuan3\aims> git merge abc
Updating 809e8bf..09e2d7a
Fast-forward
```

Pic5: ta merge lại nhánh abc vào nhánh master trên máy tính .

2. Working with method overloading

```
no usages new * 3 related problems

public boolean addDigitalVideoDisc(DigitalVideoDisc[] dvdList){

int n = dvdList.length;

if (qtyOrdered + n <= MAX_NUMBERS_ORDERED){

for (int i = 0; i < MAX_NUMBERS_ORDERED; i++){

for (int j = 0; j < n; j++){

if (itemsOrdered[i] == null){

itemsOrdered[i] = dvdList[j];

}

}

return true;

}

else {return false;}

}
```

Pic6: Method addDigitalVideoDisc

Pic 7: Method addDigitalVideoDisc(DigitalVideoDisc dvd1,DigitalVideoDisc dvd2)

3. Passing parameter

Pic 8: Passing parameter code

```
1 usage
public static void changeTitle(DigitalVideoDisc dvd, String title) {
    String oldTitle = dvd.getTitle();
    dvd.setTitle(title);
    dvd = new DigitalVideoDisc(oldTitle);
}
```

Pic 9: Passing parameter code

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

Pic 10: Passing parameter code

4. Use debug run

Chạy debug giúp ta hiểu rõ hơn sự thực thi của chương trình, đồng thời ta còn có thể thay đổi giá trị của object một cách thủ công.

5. Classifier Member and Instance Member

```
5 usages
private String category;
4 usages
private String director;
3 usages
private int length;
4 usages
private float cost;

8 usages
private static int nbDigitalVideoDiscs = 0;
7 usages
public int id = 0;
```

Pic 11: Classifier Member and Instance Member Code

Pic 12: Classifier Member and Instance Member Code

Pic 13: Classifier Member and Instance Member Code

```
The disc has been added
The disc has been added
The disc has been added
Number of dvd is:
3
Id of dvd3 is:
3
Process finished with exit code 0
```

Pic 14: Classifier Member and Instance Member result

6. Open the Cart class

```
public void print() {
    System.out.println("*".repeat( count 15) + "CART" + "*".repeat( count 15));

int[] ids = new int[MAX_NUMBERS_ORDERED];
for (int i = 0; i < MAX_NUMBERS_ORDERED; i++){
    DigitalVideoDisc curr_disc = itemsOrdered[i];
    if (curr_disc != null) {
        ids[i] = curr_disc.id;
    }
}
Arrays.sort(ids);

for (int i = 0; i < MAX_NUMBERS_ORDERED; i++) {
    int id = ids[i];
    if (id > 0) {
        System.out.println(searchID(id));
    }
}
System.out.println("*".repeat( count 34));
}
```

Pic 14: Method in class Cart to print the list

Pic15: Method in class Cart to search Title

Pic16: Method in class Cart to search ID

7. Implement the Store class

Pic17: Code class Store

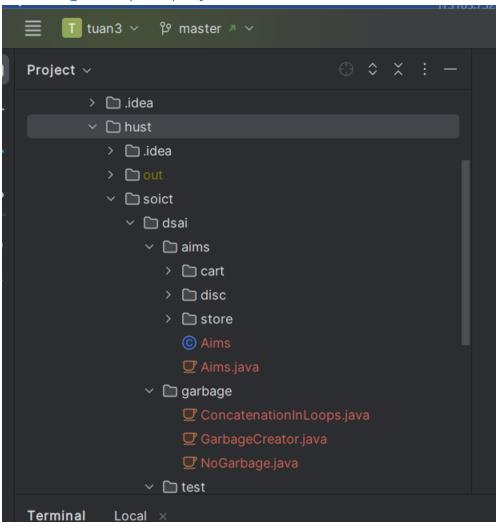
```
lusage #minh dat
public boolean removeDVD(DigitalVideoDisc disc) {
    for (int i = 0; i < nbDVD; i++) {
        if ((itemsInStore[i] != null) && (qtyDVD > 0)) {
            DigitalVideoDisc curr_disc = itemsInStore[i];
            if (curr_disc.equals(disc)) {
                itemsInStore[i] = null;
                qtyDVD--;
                return true;
            }
        }
    } return false;
}

lusage #minh dat
public Store(int nbDVD) {
    super();
    this.nbDVD = nbDVD;
}
```

Pic 18: Code class Store

Pic 19: Code class Store

8. Re-organize your projects



Pic 20 sort folder code

9. String, StringBuilder and StringBuffer

```
public static void main(String[] args){
    Random r = new Random(123);
    long start = System.currentTimeMillis();
    String s = "";

for (int i = 0; i < 65536; i++){
        s += r.nextInt(2);
    } System.out.println(System.currentTimeMillis() - start);

r = new Random(123);
    start = System.currentTimeMillis();
    StringBuilder sb = new StringBuilder();
    for (int i = 0; i < 65536; i++){
        sb.append(r.nextInt(2));
    }
    s = sb.toString();
    System.out.println(System.currentTimeMillis() - start);
}

system.out.println(System.currentTimeMillis() - start);
}
</pre>
```

Pic 21 Code ConcatenationInLoops

```
public class GarbageCreator {

   public static void main(String[] args) {
        String filename = "OtherProjects/test.txt";
        byte[] inputBytes = { 0 };
        long startTime, endTime;

        try {
            inputBytes = Files.readAllBytes(Paths.get(filename));
        } catch (IOException e) {
            // TODO Auto-generated catch block
            e.printStackTrace();
        }
        startTime = System.currentTimeMillis();
        String outputString = "";
        for (byte b : inputBytes) {
                outputString += (char)b;
        }
        System.out.println(System.currentTimeMillis() - startTime); // 17
    }
}
```

Pic 22 Code Garbagecreator

Pic23 NoGarbage code

Question: Is JAVA a Pass by Value or a Pass by Reference programming language?

=> In Java, when you pass a variable to a method, you are passing the value of the variable, not the actual variable itself. This is known as "pass-by-value."

In the context of method parameters, passing by value means that a copy of the value stored in the variable is passed to the method. Any changes made to the parameter inside the method do not affect the original variable outside the method.