Lab 02: Problem Modeling and Encapsulation

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1. **Lớp DigitalVideoDisc()**

**A screen shot of a computer

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1. **Lớp Cart()**

**A screen shot of a computer program

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1. **Lớp Aims() và chạy chương trình**

**A computer screen shot of a program

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1. **Biểu đồ UML**
   1. **Biểu đồ Use Case**

**A diagram of a company

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* 1. **Biểu đồ Lớp**

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1. **Bài đọc**

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**When should accessor methods be used?**

Answer: Either when accessing a class through its implemented interface OR when you must prioritize flexibility because some unknown use case might need it later.

1. **Trả lời câu hỏi**

**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: Yes.

“Overloading” allows multiple constructors of the same name as long as they have different signatures (i.e. (1) order, (2) type(s) or (3) number of parameters). The constructors in question have different parameters (“title” and “category”) so both constructors are valid.