

1. Is JAVA a Pass by Value or a Pass by Reference programming language?

Answer: Java is a passed by value programming language.

2. After the call of `swap(jungleDVD, cinderellaDVD)` why does the title of these two objects still remain?

Answer: The `swap` method swaps the local references to the objects but cannot change the original references in the calling method (`main`). This is because Java is pass-by-value, and the reference copies are swapped locally, leaving the original references unchanged.

3. After the call of `changeTitle(jungleDVD, cinderellaDVD.getTitle())` why is the title of the `JungleDVD` changed?

Answer: The `changeTitle` method modifies the title field of the `jungleDVD` object directly. Since both the local parameter `dvd` and the `jungleDVD` reference in `main` point to the same object in memory, changes made through `dvd` are reflected in `jungleDVD`.

4. Write a `toString()` method for the `DigitalVideoDisc` class. What should be the return type of this method?

Answer: The return type of the `toString()` method should be `String` because it defines how the object is represented in textual form.