BÁO CÁO THỰC HÀNH LAB 3 – LAB 3 REPORT

LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG – Object-oriented programming

2. Working with method overloading

2.1. Overloading by differing types of parameter

A computer screen shot of a program

Description automatically generated

A screenshot of a computer program

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* Adding a method addDigitalVideoDisc which allows to pass an arbitrary number of arguments for dvds:

A screen shot of a computer

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Java recognizes the signature for using an array and using an arbitrary number of arguments as similar, therefore we cannot implement both methods together.

A screen shot of a computer program

Description automatically generated

In the case of adding multiple dvds to the cart, using arbitrary number of arguments should be preferrable as we do not have to create an array of dvds we want to add and can simply list out the dvds as parameters.

2.2. Overloading by differing the number of parameters

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3. Passing parameter

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