**Lab02 Report**

Name: Nguyễn Ngọc Linh

Id: 20235520

1.

Use-case diagram

A diagram of a diagram

Description automatically generated

2.

Class diagram

A screenshot of a computer diagram

Description automatically generated

3. Source code

A screen shot of a computer

Description automatically generated

A screen shot of a computer

Description automatically generated

A screenshot of a computer program

Description automatically generated

A screen shot of a computer

Description automatically generated

A computer screen shot of a program code

Description automatically generated

4. Reading assignment

A white paper with writing on it

Description automatically generated

Question: When should accessor methods be used?

In my opinion, accessor methods shouldn’t be used unless absolutely necessary because these methods violate the encapsulation principle and one basic principle of OO systems is data abstraction. Using these methods would make your code harder to maintain. We can use a method to return an object in terms of an interface that the object implement because that interface isolates you from changes the implementing class. We can focus on the action not the information, don’t ask the information you need to do the work; ask the object that has the information to do the work for you.

**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?

My answer is no. This will violate the method overloading principle since these constructor have the same name, the same number of parameters and the same type of parameters.