Qs: Compare to an array parameter. What do you prefer in this case?

Array parameter

**public** Boolean addDigitalVideoDisc(DigitalVideoDisc [] disc) {

**int** j=0;

**for** (**int** i=1;i<=disc.length;i++) {

**if**(addDigitalVideoDisc(disc[i])) {

}**else** {

j++;

System.***out***.println("Can not add item"+(i+1)+"cause the cart is full or dvd already exist");

}

}

**if** (j!=0) {

**return** **true**;

}**else** **return** **false**;

}

Pass numberofDisc

**public** Boolean addDigitalVideoDisc(DigitalVideoDisc [] disc,**int** numberOfDisc) {

**int** j=0;

**for** (**int** i=1;i<numberOfDisc;i++) {

**if**(addDigitalVideoDisc(disc[i])) {

}**else** {

j++;

System.***out***.println("Can not add item"+(i+1)+"cause the cart is full or dvd already exist");

}

}

**if** (j!=0) {

**return** **true**;

}**else** **return** **false**;

}

I would prefer the second one. Cause length of an array was init by a number when you know that it will be larger than your array so some of rest of array maybe null.

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

Ans: JAVA a Pass by Value

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

Cause when we use this method :

**public** **static** **void** swap(Object o1,Object o2) {

Object tmp =o1;

o1=o2;

o2=tmp;

}

We just swap on the copied version of the object

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

When you this method

**public** **static** **void** changeTitle(DigitalVideoDisc dvd, String title) {

String oldTitle = dvd.getTitle();

dvd.setTitle(title);

dvd = **new** DigitalVideoDisc(oldTitle);

}

You reset name of the title