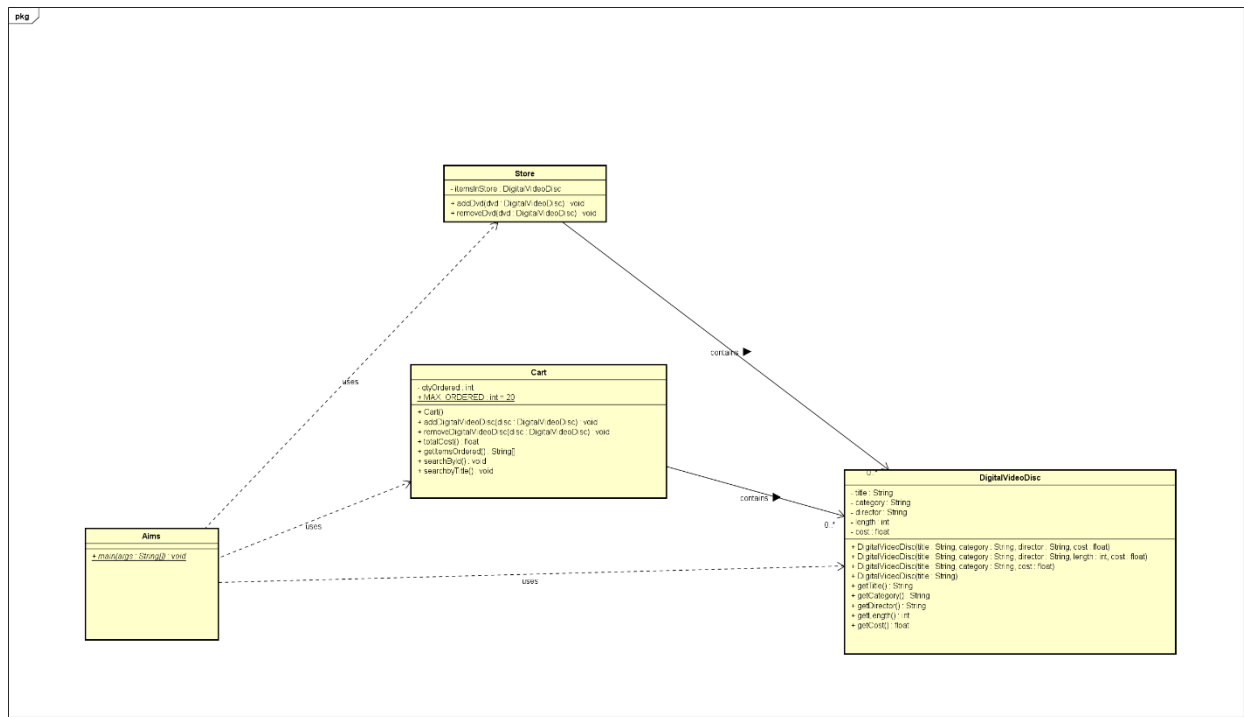
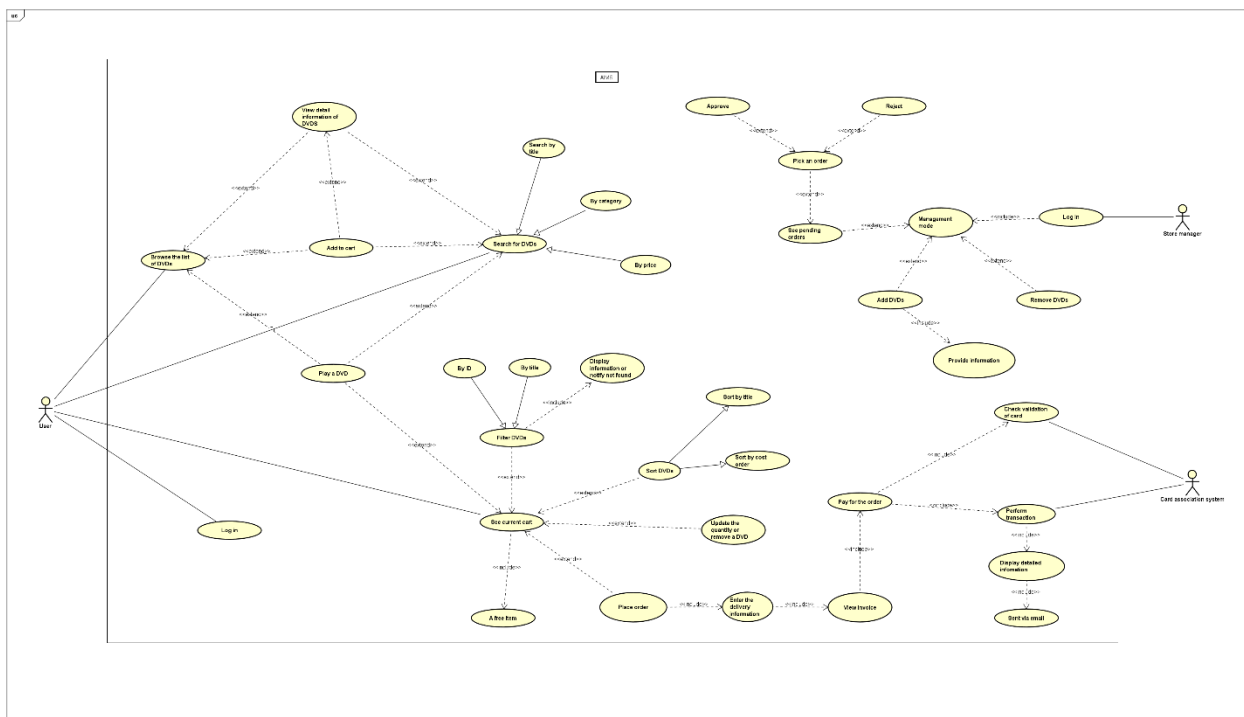


OOP Lab 003 Report

I. Updated Class Diagram and Use Case Diagram



Updated Class Diagram



Updated Use Case Diagram

II. Working with method overloading

Question: Try to add a method `addDigitalVideoDisc` which allows to pass an arbitrary number of arguments for `dvd`. Compare to an array parameter. What do you prefer in this case?

```
//Overloading addDigitalVideoDisc allow listing DVDs as parameters
public void addDigitalVideoDisc( DigitalVideoDisc [] dvdList ) {
    if ( qtyOrdered >= MAX_ORDERED ) {
        System.out.println(x:"The cart cannot hold more dvds");
    } else {
        for (int i = 0; i < dvdList.length; i++) {
            itemsOrdered[qtyOrdered] = dvdList[i];
            qtyOrdered += 1;
        }

        System.out.println(x:"Added");
    }
}

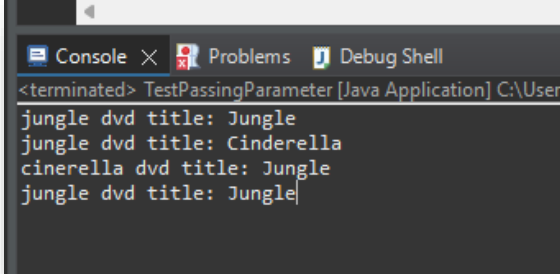
//Overloading addDigitalVideoDisc allow adding 2 DVDs
public void addDigitalVideoDisc(DigitalVideoDisc dvd1, DigitalVideoDisc dvd2) {
    if (qtyOrdered + 2 > MAX_ORDERED) {
        System.out.println(x:"The cart cannot hold 2 more DVDs");
        return;
    }
    addDigitalVideoDisc(dvd1);
    addDigitalVideoDisc(dvd2);
}
```

With the array parameter, you can just simply check the length of the **`dvdList`** array to ensure the total number of DVDs in the cart does not exceed the maximum. This provides a more straightforward way to enforce the cart's capacity limit.

III. Passing parameter

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

- Java is a pass-by-value programming language. For example, if you pass an object into a method in Java (`swap(DVD dvd1, DVD dvd2)`), the method only receives the address values that point to the `dvd1` and `dvd2` objects in memory. So, if you try to swap the objects by doing `tmp = dvd1; dvd1 = dvd2; dvd2 = tmp`, it won't work
⇒ This is because the method is only changing the values of the local variables `dvd1` and `dvd2`, which does not affect the original objects.



```
<terminated> TestPassingParameter [Java Application] C:\User
jungle dvd title: Jungle
jungle dvd title: Cinderella
cinerella dvd title: Jungle
jungle dvd title: Jungle
```

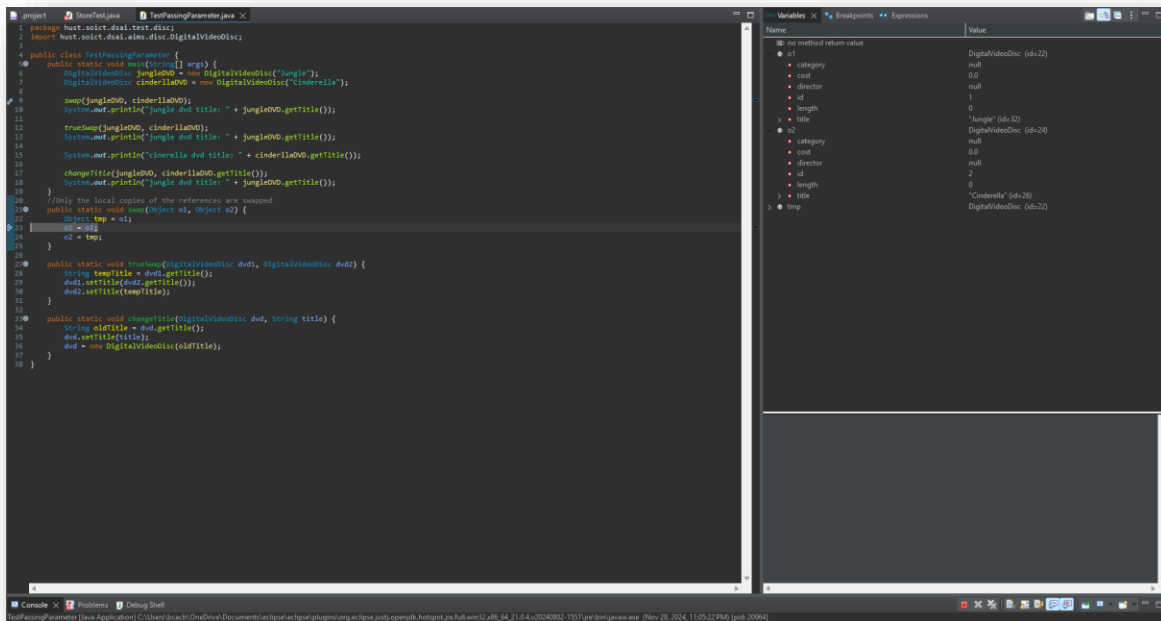
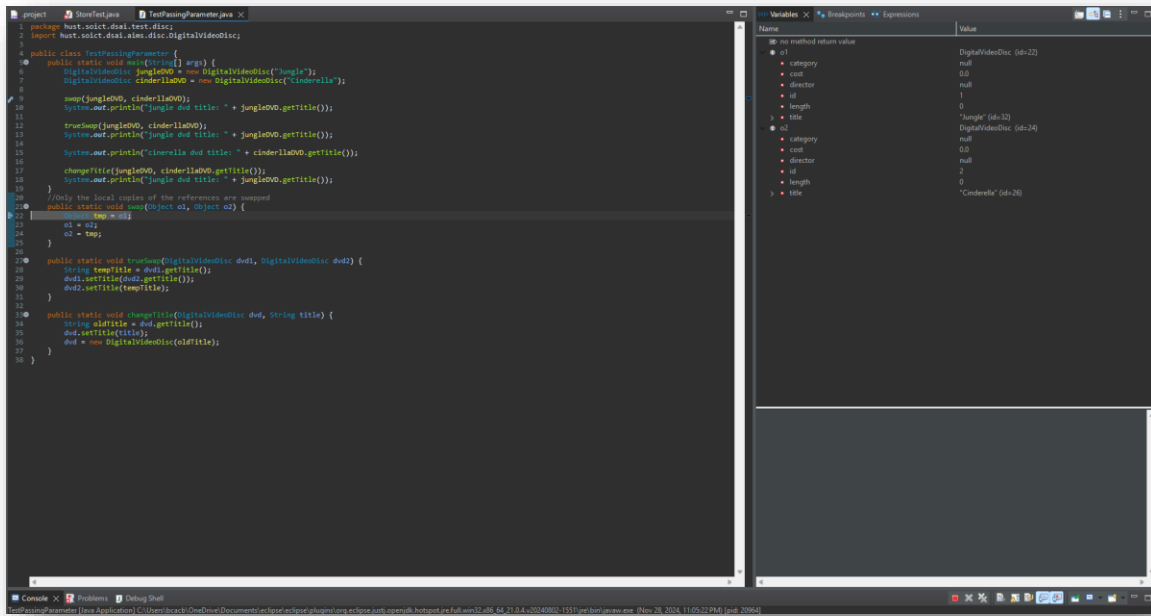
After the call of `swap(jungleDVD, cinderellaDVD)`, why does the title of these two objects remain?

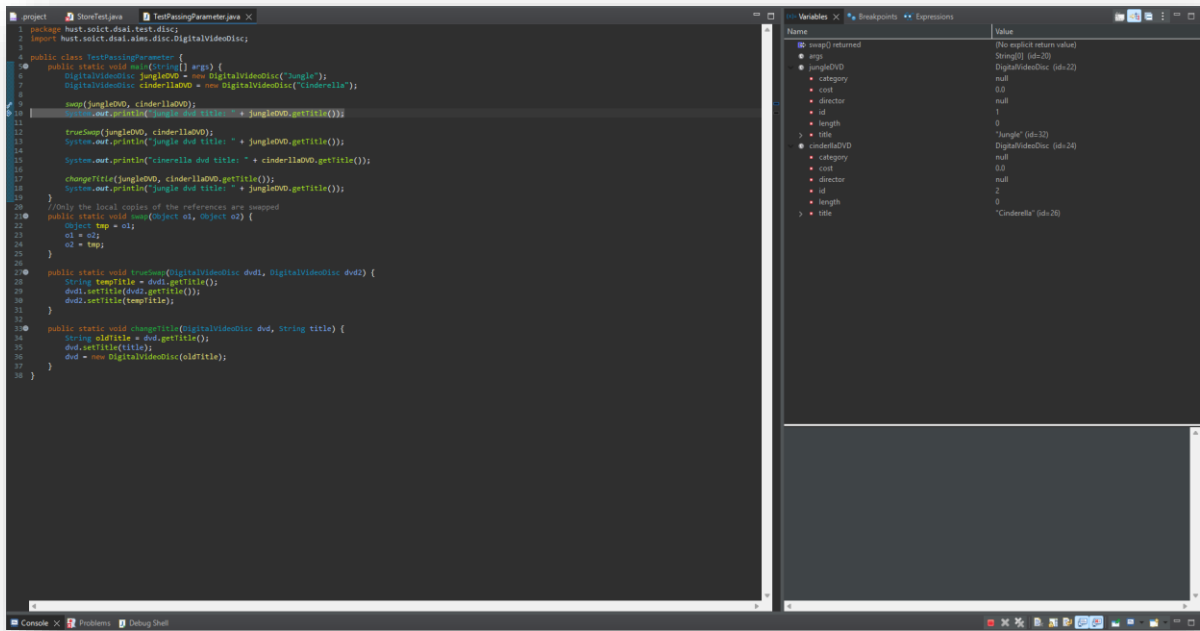
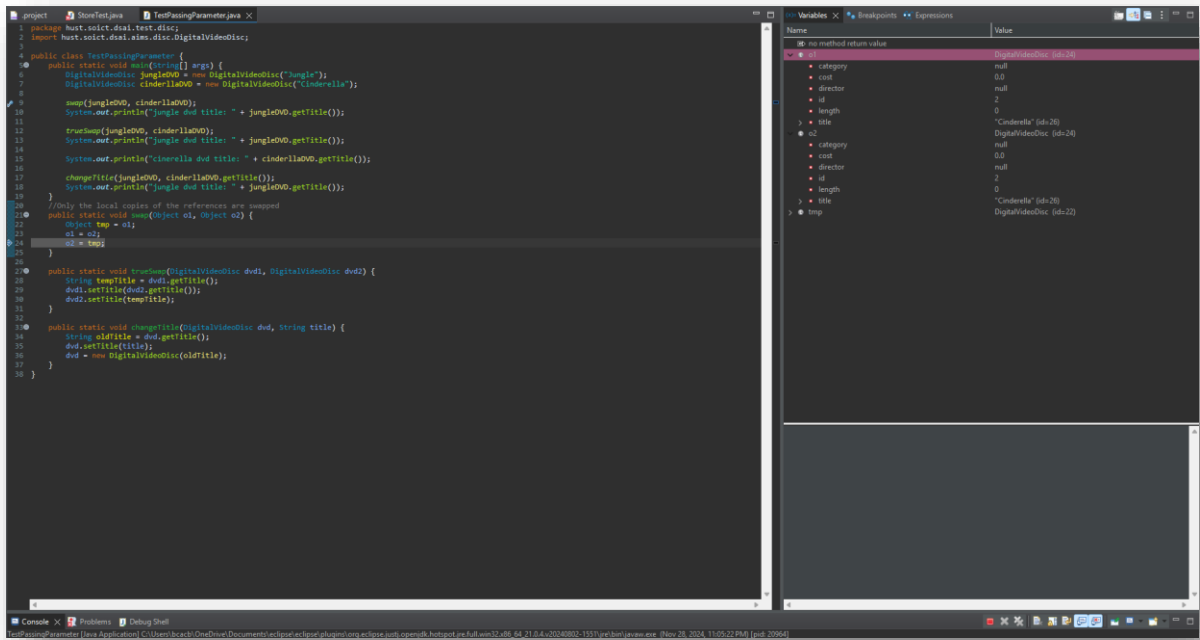
- After calling `swap(jungleDVD, cinderellaDVD)`, the titles of these two objects remain the same. As mentioned earlier, the `swap()` method is only manipulating the local variables, not the original `jungleDVD` and `cinderellaDVD` objects.

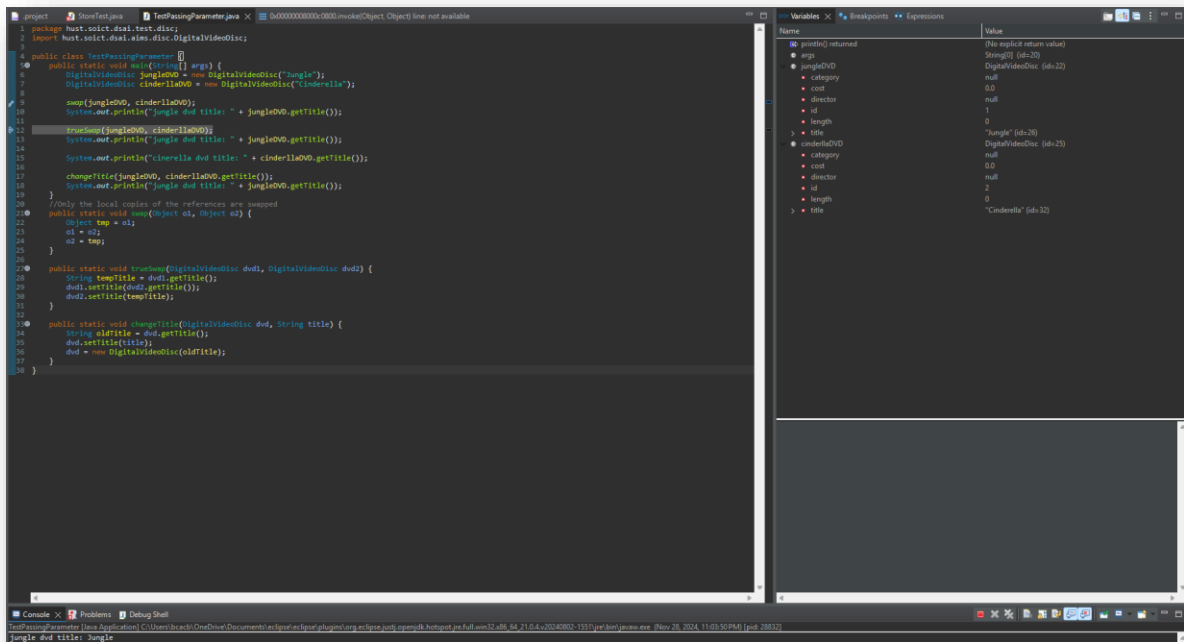
After the call of `changeTitle(jungleDVD, cinderellaDVD.getTitle())` why is the title of the `JungleDVD` changed?

- After calling `changeTitle(jungleDVD, cinderellaDVD.getTitle())`, the title of the `jungleDVD` object is changed. In this case, the `changeTitle()` method is passed a reference to the `jungleDVD` object, so when the title of the `dvd` object (which is the same as `jungleDVD`) is modified, it changes the title of the original `jungleDVD` object, since they both reference the same object in memory.

IV. Debugging Java in Eclipse







V. Classifier Member and Instance Member

```
public DigitalVideoDisc(String title) {
    super();
    this.title = title;
    nbDigitalVideoDiscs += 1;
    this.id = nbDigitalVideoDiscs;
}

public DigitalVideoDisc(String title, String category, float cost) {
    super();
    this.title = title;
    this.category = category;
    this.cost = cost;
    nbDigitalVideoDiscs += 1;
    this.id = nbDigitalVideoDiscs;
}

public DigitalVideoDisc(String title, String category, String director, float cost) {
    super();
    this.title = title;
    this.category = category;
    this.director = director;
    this.cost = cost;
    nbDigitalVideoDiscs += 1;
    this.id = nbDigitalVideoDiscs;
}

public DigitalVideoDisc(String title, String category, String director, int length, float cost) {
    super();
    this.title = title;
    this.category = category;
    this.director = director;
    this.length = length;
    this.cost = cost;
    nbDigitalVideoDiscs += 1;
    this.id = nbDigitalVideoDiscs;
}
```

VI. Open the Cart Class

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

```
public String toString() {  
    return "DVD" + "-" + this.title + "-" + this.category + "-" + this.director + "-" + String.valueOf(this.length) + ": " + String.valueOf(this.cost) + "$";  
}
```

⇒ The method should return a String

```
public void printOrders() {  
    if (qtyOrdered == 0) {  
        System.out.println(x:"The cart is empty");  
        return;  
    }  
    System.out.println(x:"*****CART*****");  
    System.out.println(x:"Ordered Items:");  
    for (int i = 0; i < qtyOrdered; i++) {  
        System.out.printf(format:"%d. %s\n", (i + 1), itemsOrdered[i].toString());  
    }  
    System.out.printf(format:"Total cost: %.2f $%n", totalCost());  
    System.out.println(x:"*****");  
}  
  
public void searchById(int id) {  
    boolean found = false;  
    for (int i = 0; i < qtyOrdered; i++) {  
        if (itemsOrdered[i].getId() == id) {  
            System.out.println("DVD found: " + itemsOrdered[i].toString());  
            found = true;  
            break;  
        }  
    }  
    if (!found) {  
        System.out.println("No DVD found with ID: " + id);  
    }  
}  
  
public void searchByTitle(String title) {  
    if (title == null || title.trim().isEmpty()) {  
        System.out.println(x:"Invalid title search");  
        return;  
    }  
    boolean found = false;  
    for (int i = 0; i < qtyOrdered; i++) {  
        if (itemsOrdered[i].isMatch(title)) {  
            System.out.println("DVD found: " + itemsOrdered[i].toString());  
            found = true;  
            break;  
        }  
    }  
    if (!found) {  
        System.out.println("No DVD found with title: " + title);  
    }  
}
```

```
.project StoreTest.java TestPassingParameter.java DigitalVideoDisc.java CartTest.java X
1 package hust.soi.ct.dsai.test.cart;
2 import hust.soi.ct.dsai.aims.cart.Cart;
3
4
5 public class CartTest {
6     public static void main(String[] args) {
7         //Create a new cart
8         Cart cart = new Cart();
9
10        //Create new dvd objects and add them to the cart
11        DigitalVideoDisc dvd1 = new DigitalVideoDisc("The Lion King", "Animation", "Roger Allers", 87, 19.95f);
12        cart.addDigitalVideoDisc(dvd1);
13        DigitalVideoDisc dvd2 = new DigitalVideoDisc("Star Wars", "Science Fiction", "George Lucas", 87, 24.95f);
14        cart.addDigitalVideoDisc(dvd2);
15        DigitalVideoDisc dvd3 = new DigitalVideoDisc("Aladin", "Animation", 18.99f);
16        cart.addDigitalVideoDisc(dvd3);
17        //Test the print method
18        cart.printOrders();
19        //Test the search method
20        cart.searchByTitle("Aladin");
21        cart.searchByTitle("Ball");
22        cart.searchById(1);
23        cart.searchById(10);
24    }
25 }
```

```

xterminated> CartTest [Java Application] C:\Users\bcach\OneDrive\Documents\eclipse\workspace\plugin\org.eclipse.jdt.openjdk.hotspot.jre.full.win32.x86_64.21.0
Added DVD: The Lion King
Added DVD: Star Wars
Added DVD: Aladin
*****CART*****
Ordered Items:
1. DVD-The Lion King-Animation-Roger Allers-87: 19.95$
2. DVD-Star Wars-Science Fiction-George Lucas-87: 24.95$
3. DVD-Aladin-Animation-null-0: 18.99$
Total cost: 63.89 $
*****
DVD: DVD-Aladin-Animation-null-0: 18.99$
No DVD found with title: Ball
DVD found: DVD-The Lion King-Animation-Roger Allers-87: 19.95$
No DVD found with ID: 10
```

VII. Implement the Store Class

```
1 package hust.soi.ct.dsai.aims.store;
2
3 import hust.soi.ct.dsai.aims.disc.DigitalVideoDisc;
4 import java.util.ArrayList;
5
6 public class Store {
7     private ArrayList<DigitalVideoDisc> itemsInStore;
8
9     public Store() {
10         itemsInStore = new ArrayList<>();
11     }
12
13     public void addDvd(DigitalVideoDisc dvd) {
14         if (dvd == null) {
15             System.out.println("Cannot add null DVD.");
16             return;
17         }
18         itemsInStore.add(dvd);
19         System.out.println("DVD added: " + dvd.getTitle());
20     }
21
22     public void removeDvd(DigitalVideoDisc dvd) {
23         if (dvd == null) {
24             System.out.println("Cannot remove null DVD.");
25             return;
26         }
27
28         if (itemsInStore.remove(dvd)) {
29             System.out.println("DVD removed: " + dvd.getTitle());
30         } else {
31             System.out.println("DVD not found in the store: " + dvd.getTitle());
32         }
33     }
34 }
```

Testing:

The main difference between `StringBuffer` and `StringBuilder` in Java is that `StringBuffer` is thread-safe, while `StringBuilder` is not.

`StringBuffer` is synchronized, which means its methods can be safely called from multiple threads without the need for external synchronization. This ensures that the operations on the string buffer are atomic and thread safe.