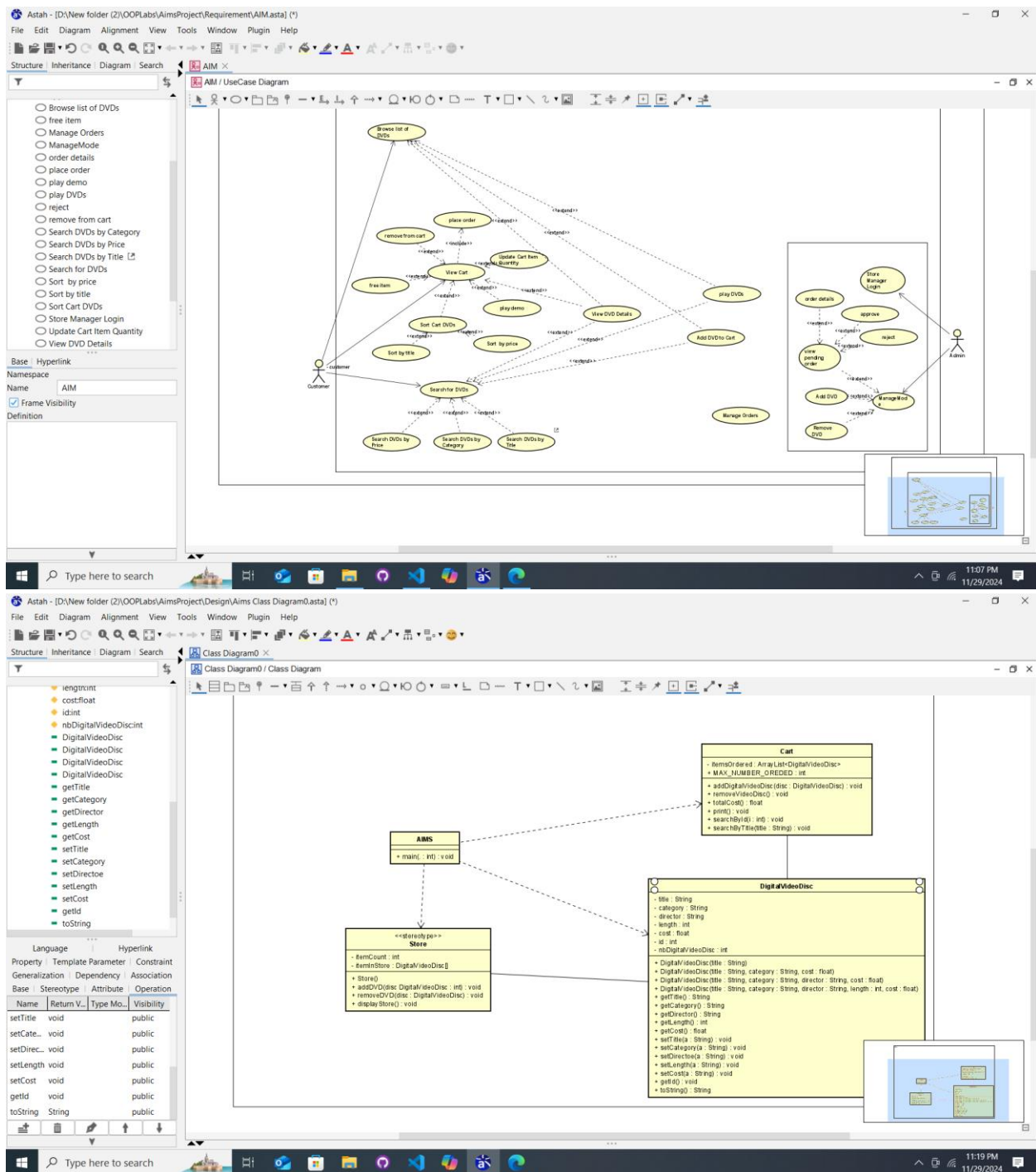
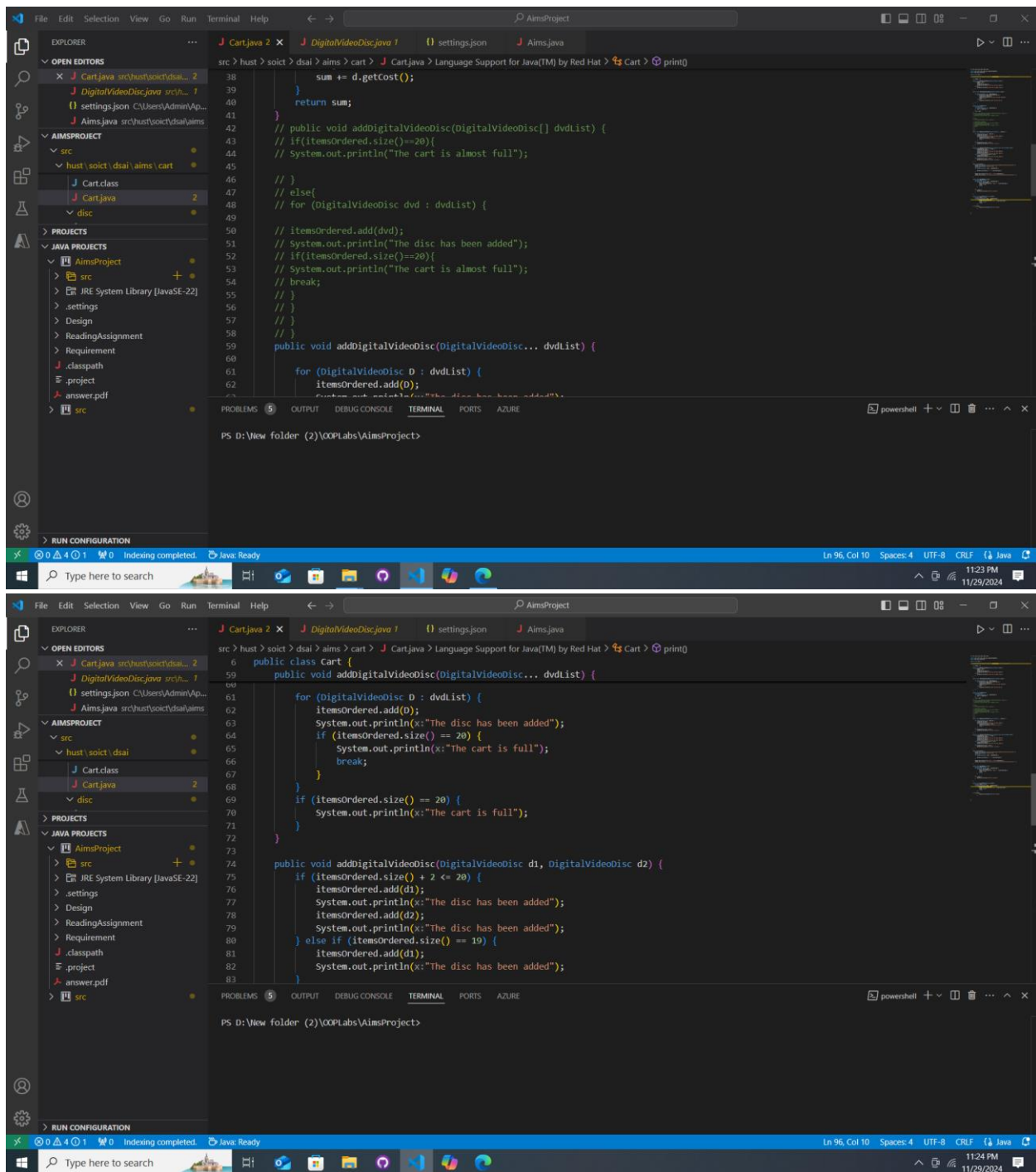


1. Update use-case diagram and class diagram



2. Working with the method overloading

2.1



-I prefer the first one because it is familiar to me.

3. Passing parameter

```
src > hust > soict > dsai > test > disc > J TestPassingParameter.java
1 package hust.soict.dsai.test.disc;
2
3
4
5 import hust.soict.dsai.aims.disc.DigitalVideoDisc;
6
7 public class TestPassingParameter {
8     // TODO Auto-generated method stub
9     DigitalVideoDisc jungleDVD = new DigitalVideoDisc(title:"Jungle");
10    DigitalVideoDisc cinderellaDVD = new DigitalVideoDisc(title:"cinderella");
11
12    swap(jungleDVD, cinderellaDVD);
13    System.out.println("jungle dvd title: " + jungleDVD.getTitle());
14    System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());
15
16    changeTitle(jungleDVD, cinderellaDVD.getTitle());
17    System.out.println("jungle dvd title: " + jungleDVD.getTitle());
18 }
19
20 public static void swap(Object o1, Object o2) {
21     Object tmp = o1;
22     o1 = o2;
23     o2 = tmp;
24 }
25
26 public static void changeTitle(DigitalVideoDisc dvd, String title) {
27     String oldTitle = dvd.getTitle();
```

```
src > hust > soict > dsai > test > disc > J TestPassingParameter.java > Language Support for Java(TM) by Red Hat > {} hust.soict.dsai.test.disc
5 public class TestPassingParameter {
25 public static void changeTitle(DigitalVideoDisc dvd, String title) {
26     dvd.setTitle(title);
27     dvd = new DigitalVideoDisc(oldTitle);
28 }
29
30 // public static void swap(DigitalVideoDisc o1, DigitalVideoDisc o2){
31 //     String ti = o1.getTitle();
32 //     String cat = o1.getCategory();
33 //     int len = o1.getLength();
34 //     String dir = o1.getDirector();
35 //     float cost = o1.getCost();
36
37 //     o1.setTitle(o2.getTitle());
38 //     o1.setCategory(o2.getCategory());
39 //     o1.setLength(o2.getLength());
40 //     o1.setDirector(o2.getDirector());
41 //     o1.setCost(o2.getCost());
42
43 //     o2.setTitle(ti);
44 //     o2.setCategory(cat);
45 //     o2.setLength(len);
46 //     o2.setDirector(dir);
47 //     o2.setCost(cost);
48 // }
49 }
```

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

Answer : pass by value

Questions:

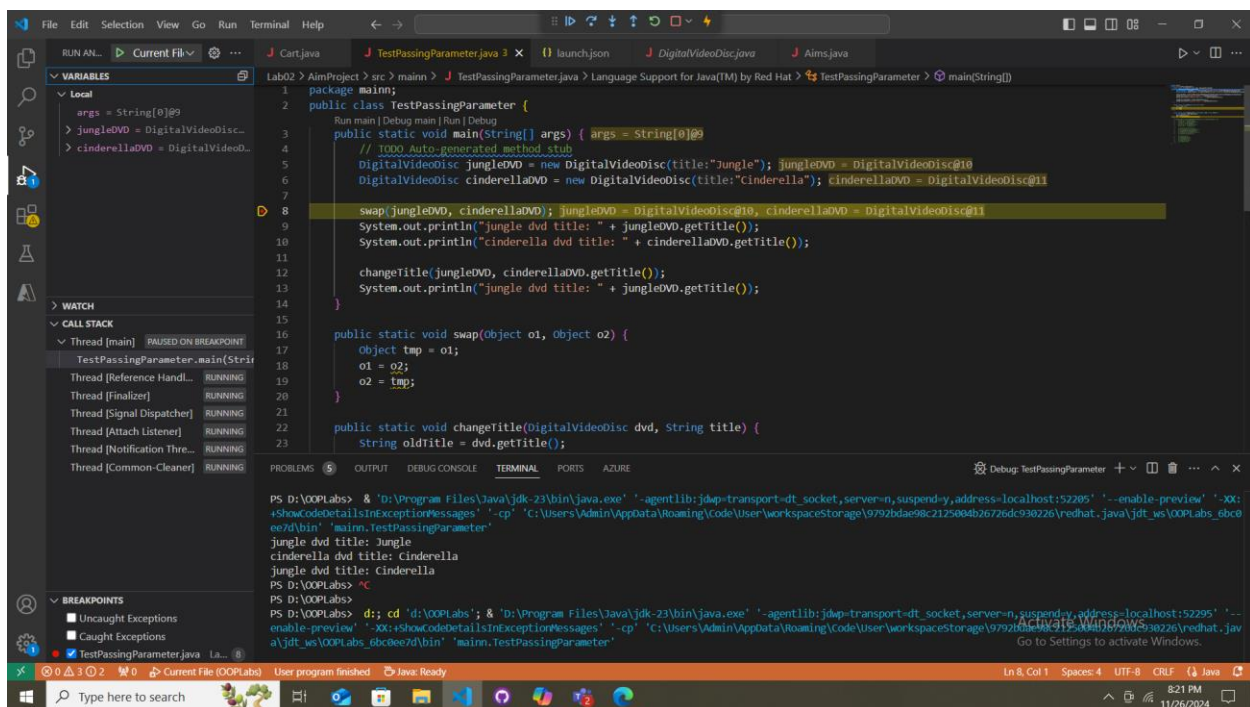
- After the call of **swap(jungleDVD, cinderellaDVD)** why does the title of these two objects still remain?

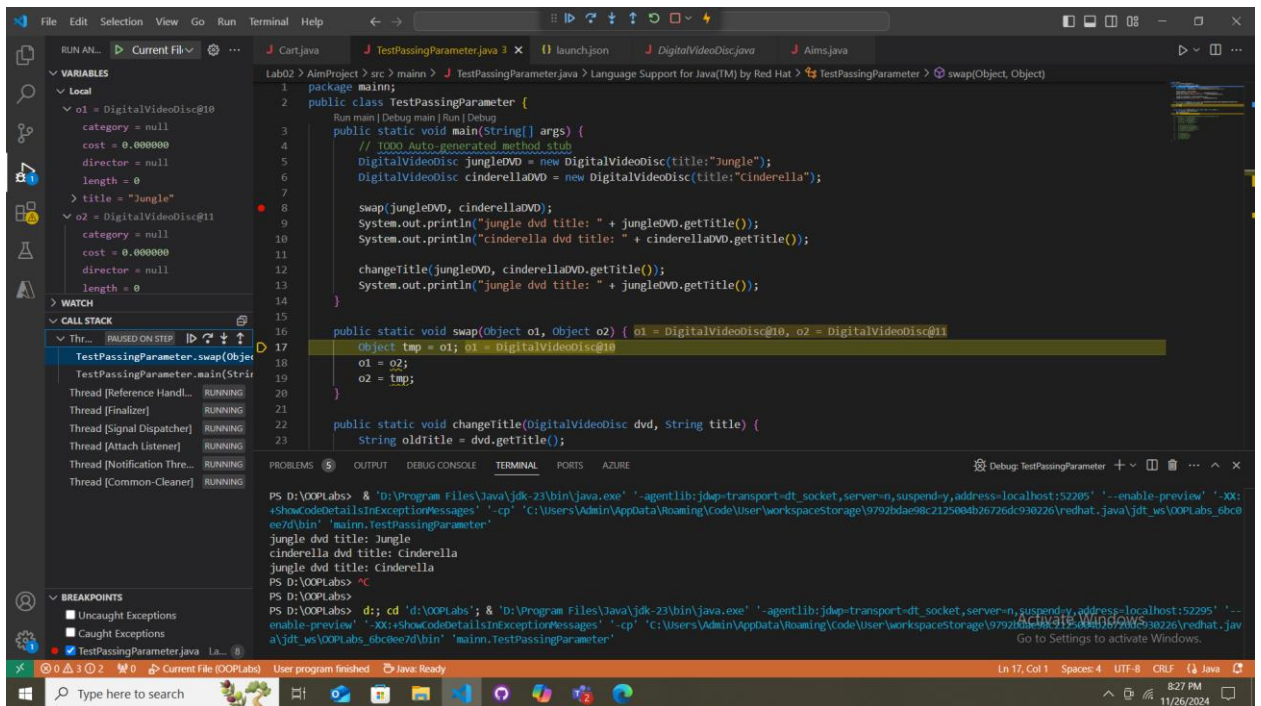
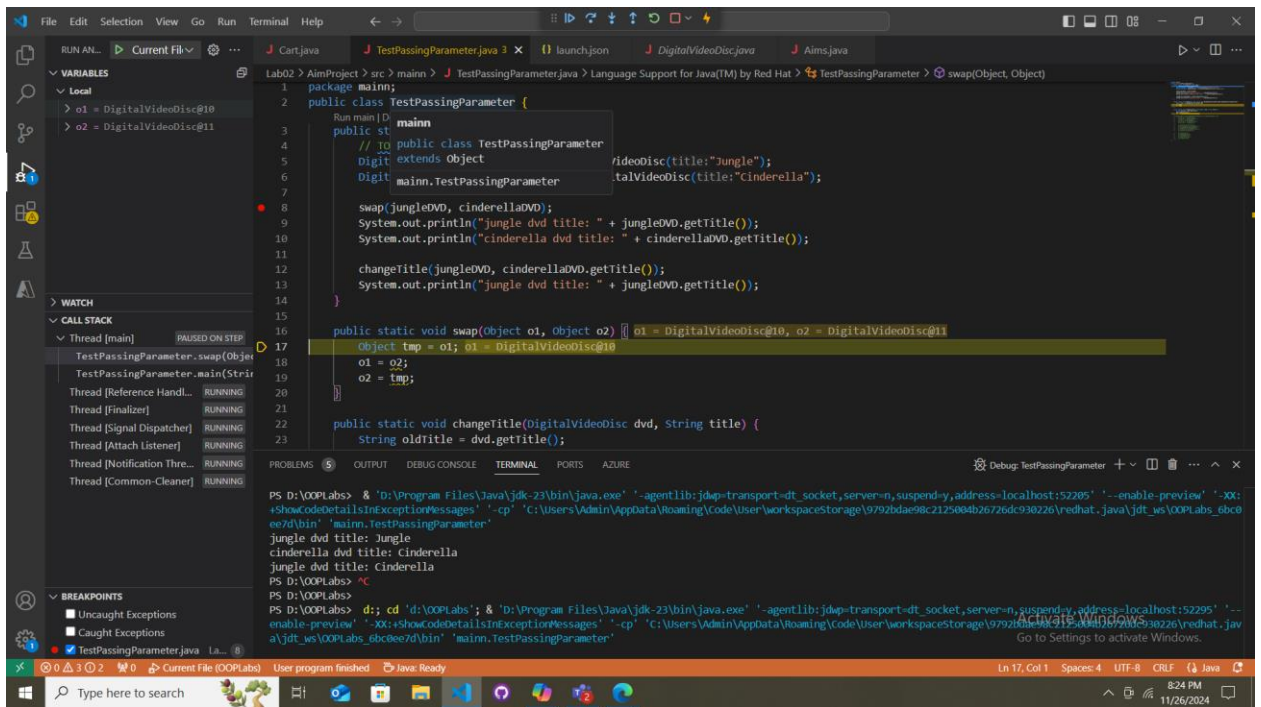
Answer: Java swaps local references within the method but does not affect the original references outside the method. Therefore, the titles remain unchanged.

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

Answer : The object reference points to the same memory location, so changes made to the object inside the method are visible outside the method.

4. Use debug run





VS Code IDE screenshot showing a Java project named 'TestPassingParameter.java'. The code defines a class with a main method and a swap method. The main method creates two DigitalVideoDisc objects, 'jungleDVD' and 'cinderellaDVD', and calls the swap method. The swap method swaps the references of the two objects. The output window shows the execution results, including the titles of the DVD objects before and after the swap.

```
package main;

public class TestPassingParameter {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        DigitalVideoDisc jungleDVD = new DigitalVideoDisc(title:"Jungle");
        DigitalVideoDisc cinderellaDVD = new DigitalVideoDisc(title:"Cinderella");

        swap(jungleDVD, cinderellaDVD);
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());

        changeTitle(jungleDVD, cinderellaDVD.getTitle());
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
    }

    public static void swap(Object o1, Object o2) {
        Object tmp = o1;
        o1 = o2;
        o2 = tmp;
    }

    public static void changeTitle(DigitalVideoDisc dvd, String title) {
        String oldTitle = dvd.getTitle();
    }
}
```

Output:

```
PS D:\OOPLabs> & 'D:\Program Files\Java\jdk-23\bin\java.exe' '-agentlib:jdwp=transport=dt_socket,server=n,suspend=y,address=localhost:52205' '-enable-preview' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\Admin\AppData\Roaming\Code\User\workspaceStorage\9792bdae98c2125084b26726dc930226\redhat_java\jdt_ws\OOPLabs_6bc8ee7d\bin' 'main.TestPassingParameter'
jungle dvd title: Jungle
cinderella dvd title: Cinderella
jungle dvd title: Cinderella
PS D:\OOPLabs> ^C
PS D:\OOPLabs>
PS D:\OOPLabs> d; cd 'd:\OOPLabs'; & 'D:\Program Files\Java\jdk-23\bin\java.exe' '-agentlib:jdwp=transport=dt_socket,server=n,suspend=y,address=localhost:52295' '-enable-preview' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\Admin\AppData\Roaming\Code\User\workspaceStorage\9792bdae98c2125084b26726dc930226\redhat_java\jdt_ws\OOPLabs_6bc8ee7d\bin' 'main.TestPassingParameter'
```

VS Code IDE screenshot showing the same Java project, but with the 'swap' method highlighted. The output window shows the execution results, including the titles of the DVD objects before and after the swap.

```
package main;

public class TestPassingParameter {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        DigitalVideoDisc jungleDVD = new DigitalVideoDisc(title:"Jungle");
        DigitalVideoDisc cinderellaDVD = new DigitalVideoDisc(title:"Cinderella");

        swap(jungleDVD, cinderellaDVD);
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());

        changeTitle(jungleDVD, cinderellaDVD.getTitle());
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
    }

    public static void swap(Object o1, Object o2) {
        Object tmp = o1;
        o1 = o2;
        o2 = tmp;
    }

    public static void changeTitle(DigitalVideoDisc dvd, String title) {
        String oldTitle = dvd.getTitle();
    }
}
```

Output:

```
PS D:\OOPLabs> & 'D:\Program Files\Java\jdk-23\bin\java.exe' '-agentlib:jdwp=transport=dt_socket,server=n,suspend=y,address=localhost:52205' '-enable-preview' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\Admin\AppData\Roaming\Code\User\workspaceStorage\9792bdae98c2125084b26726dc930226\redhat_java\jdt_ws\OOPLabs_6bc8ee7d\bin' 'main.TestPassingParameter'
jungle dvd title: Jungle
cinderella dvd title: Cinderella
jungle dvd title: Cinderella
PS D:\OOPLabs> ^C
PS D:\OOPLabs>
PS D:\OOPLabs> d; cd 'd:\OOPLabs'; & 'D:\Program Files\Java\jdk-23\bin\java.exe' '-agentlib:jdwp=transport=dt_socket,server=n,suspend=y,address=localhost:52295' '-enable-preview' '-XX:+ShowCodeDetailsInExceptionMessages' '-cp' 'C:\Users\Admin\AppData\Roaming\Code\User\workspaceStorage\9792bdae98c2125084b26726dc930226\redhat_java\jdt_ws\OOPLabs_6bc8ee7d\bin' 'main.TestPassingParameter'
```


The screenshot shows an IDE with a Java project. The main editor displays the `TestPassingParameter.java` file. The code includes a `main` method that creates two `DigitalVideoDisc` objects, `jungleDVD` and `cinderellaDVD`, and calls the `swap` method. The `swap` method is a static method that takes two `DigitalVideoDisc` objects and swaps their references. The `changeTitle` method is also shown, which updates the title of a `DigitalVideoDisc` object. The debugger window on the right shows the current state of the program, with the `swap` method being executed. The variables pane on the left shows the values of the objects and their attributes.

```
public class TestPassingParameter {
    public static void main(String[] args) {
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());

        changeTitle(jungleDVD, cinderellaDVD.getTitle());
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
    }

    public static void swap(Object o1, Object o2) {
        DigitalVideoDisc o1 = (DigitalVideoDisc) o1;
        DigitalVideoDisc o2 = (DigitalVideoDisc) o2;
        Object tmp = o1;
        o1 = o2;
        o2 = tmp;
    }

    public static void changeTitle(DigitalVideoDisc dvd, String title) {
        String oldTitle = dvd.getTitle();
        dvd.setTitle(title);
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());
    }
}
```

The screenshot shows the same IDE as the previous one, but with the `TestPassingParameter.java` file open. The code is the same as in the previous screenshot. The debugger window on the right shows the current state of the program, with the `main` method being executed. The variables pane on the left shows the values of the objects and their attributes.

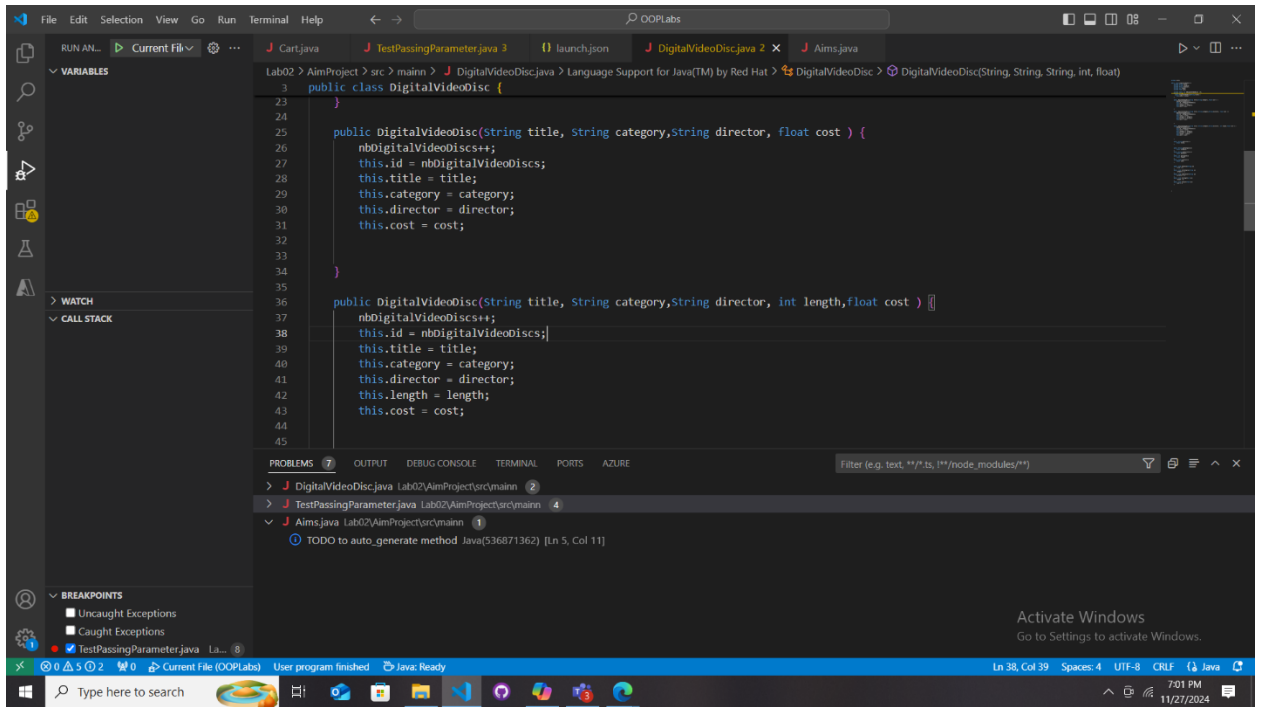
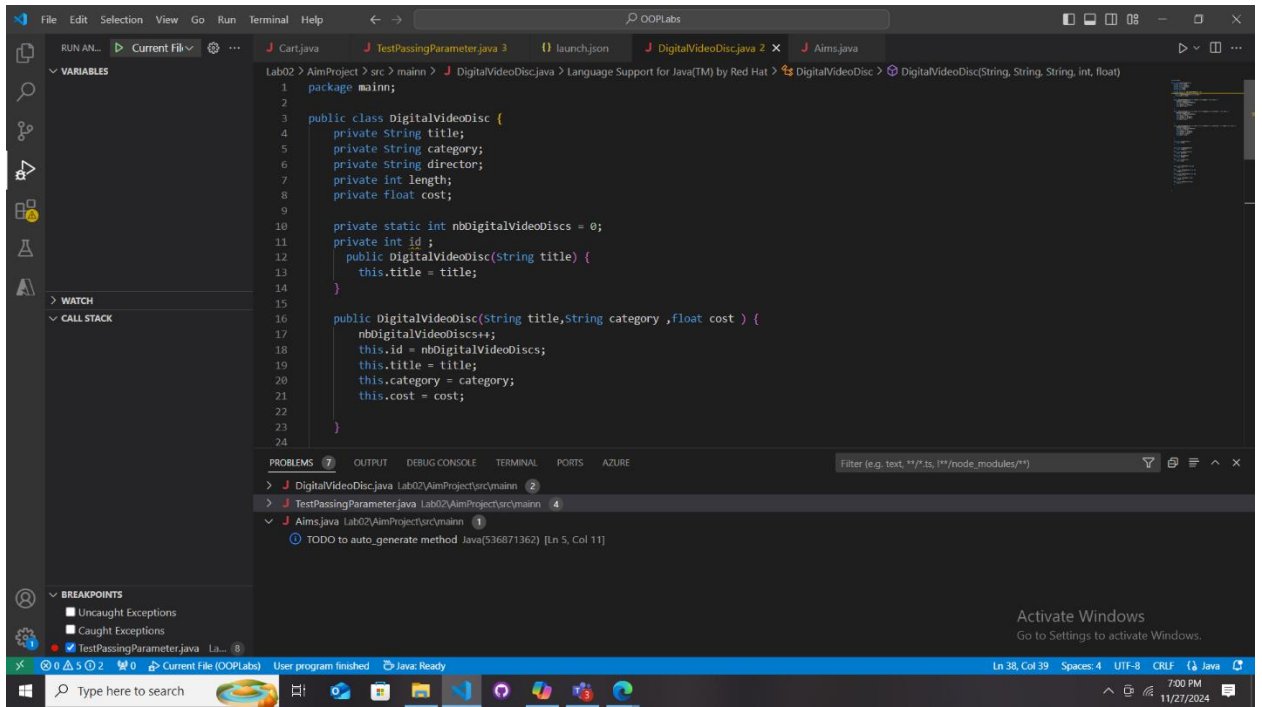
```
package main;
public class TestPassingParameter {
    public static void main(String[] args) {
        // TODO Auto-generated method stub
        DigitalVideoDisc jungleDVD = new DigitalVideoDisc("Jungle");
        DigitalVideoDisc cinderellaDVD = new DigitalVideoDisc("Cinderella");
        swap(jungleDVD, cinderellaDVD);
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());

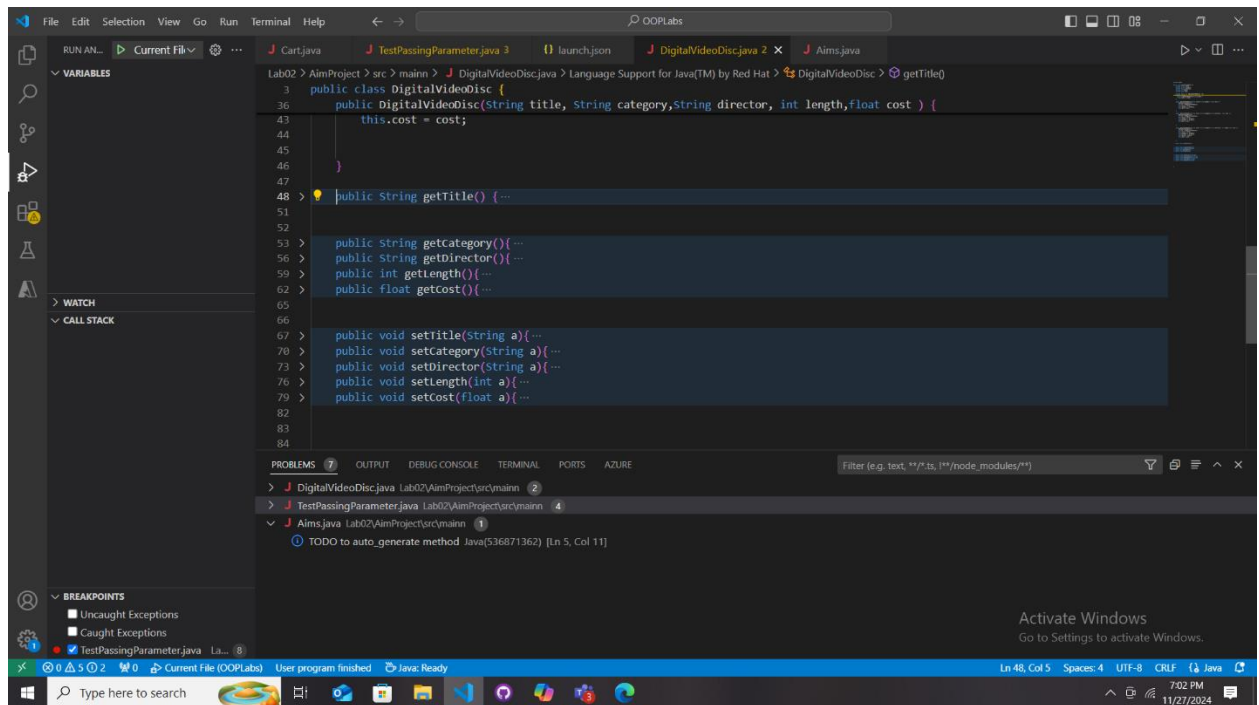
        changeTitle(jungleDVD, cinderellaDVD.getTitle());
        System.out.println("jungle dvd title: " + jungleDVD.getTitle());
    }

    public static void swap(Object o1, Object o2) {
        Object tmp = o1;
        o1 = o2;
        o2 = tmp;
    }

    public static void changeTitle(DigitalVideoDisc dvd, String title) {
        String oldTitle = dvd.getTitle();
        dvd.setTitle(title);
        System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());
    }
}
```

5. Classifier Member and Instance Member

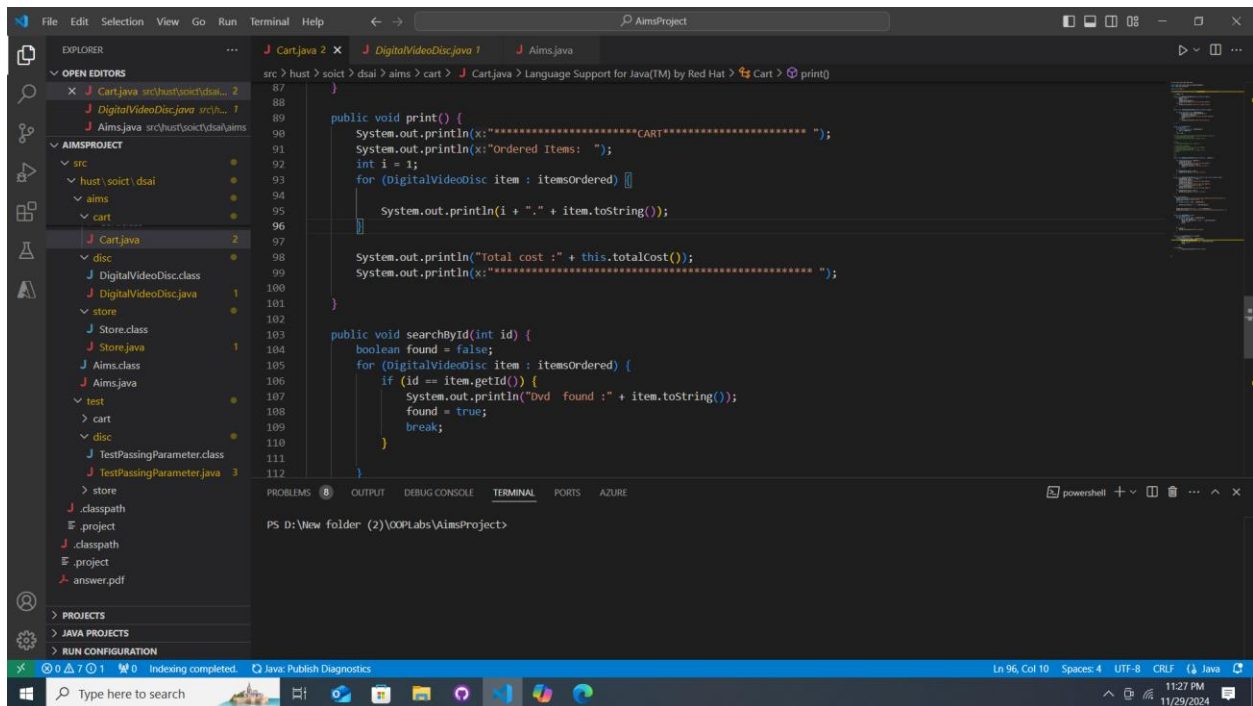
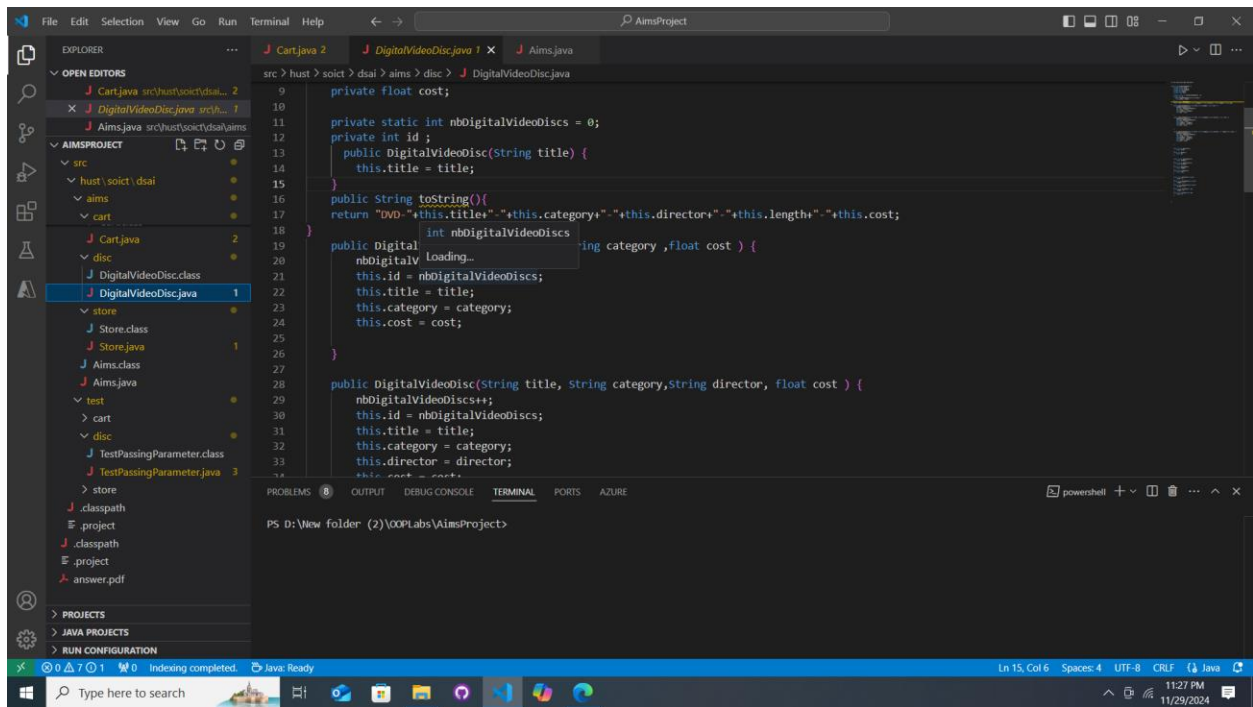


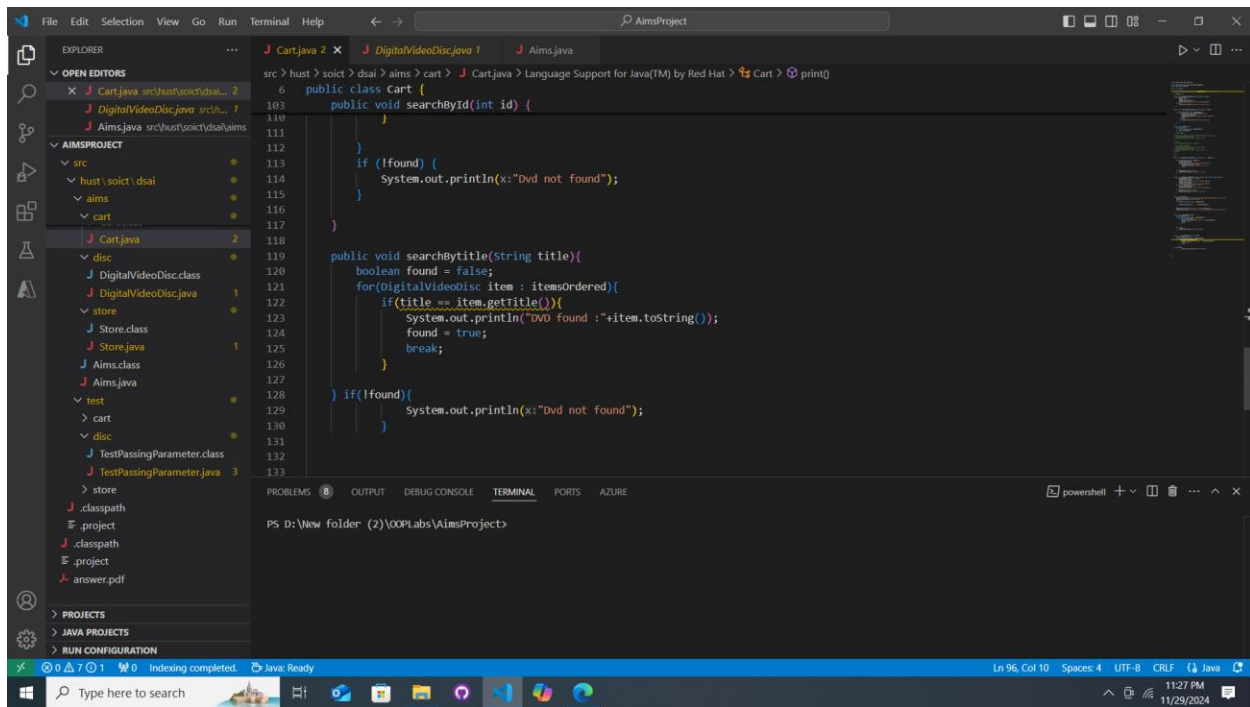


6. Open the **Cart** class

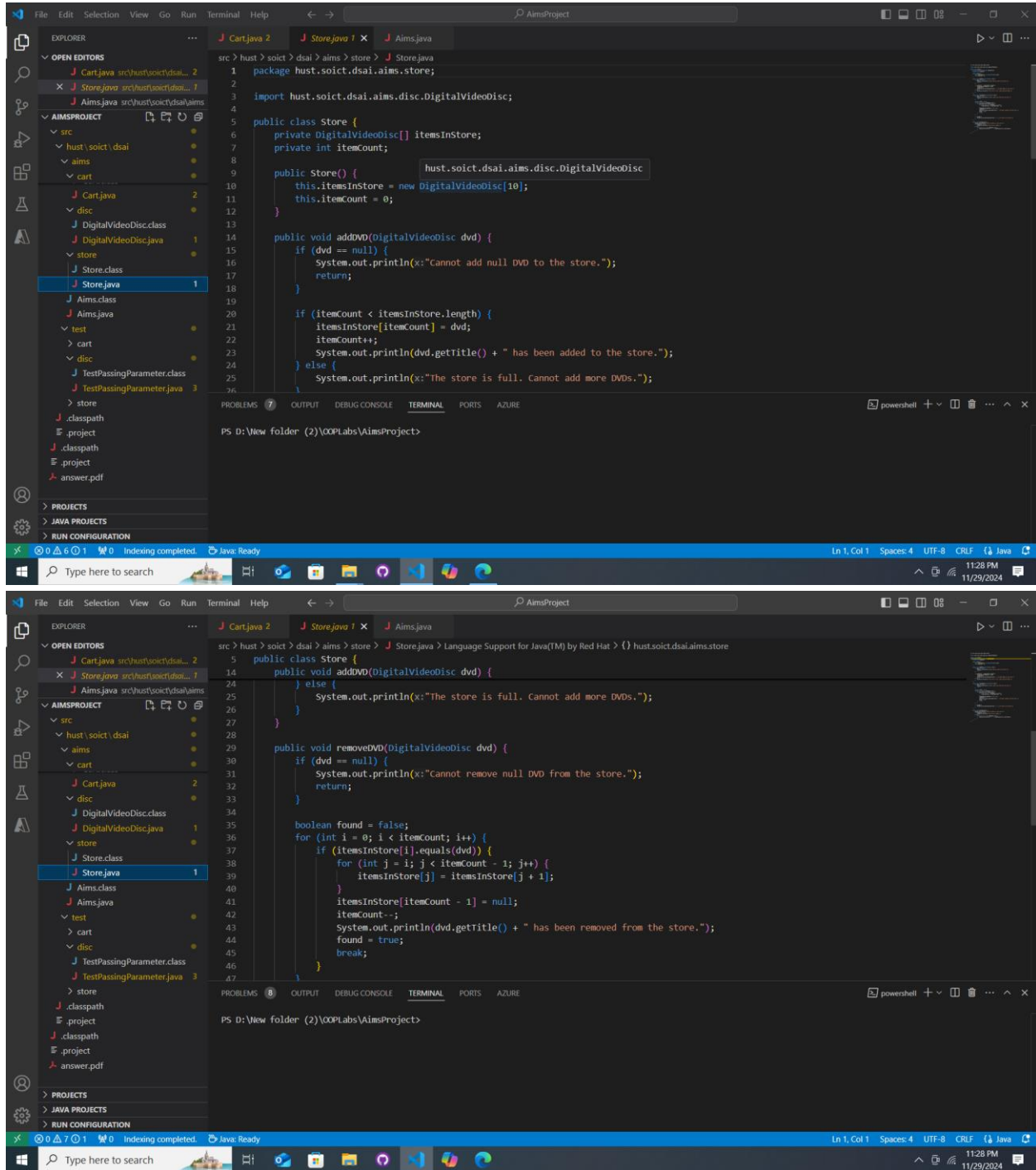
Write a **toString()** method for the **DigitalVideoDisc** class. What should be the return type of this method?

Answer : String





7. Implement the Store class



9. *String, StringBuilder and StringBuffer*

