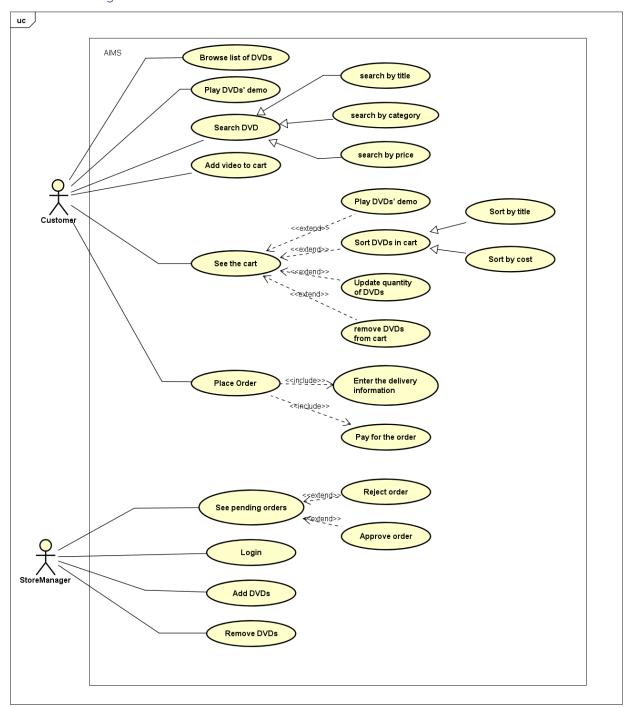
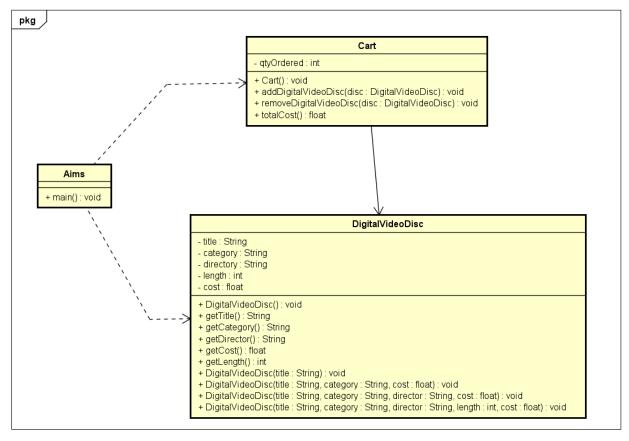
BÁO CÁO THỰC HÀNH LAB 2 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

Problem Modeling and Encapsulation

3. Use case diagram:



4. UML Class Diagram for use cases related to cart management



5. Create Aims class

6. Create the DigitalVideoDisc class and its attributes

```
public class DigitalVideoDisc {
    private String title;
    private String category;
    private String director;
    private int length;
    private float cost;

7
    |
8     }
```

7. Create accessors and mutators for the class DigitalVideoDisc

Reading Assignment:

Accessor methods should be used in Java when we want to enforce encapsulation and ensure that the internal state of an object is only accessed and modified in a controlled manner.

By using accessor methods, we can hide the implementation details of the object from other classes, which makes it easier to maintain and modify the code without affecting other parts of the system.

Additionally, accessor methods can be used to add additional functionality, such as validation or synchronization, when accessing or modifying the object's state.

8. Create Constructor method

```
public class DigitalVideoDisc {
  private String title;
   private String category;
  private String director;
   public DigitalVideoDisc(String title) {
   public DigitalVideoDisc(String title, String category, float cost) {
   public DigitalVideoDisc(String title, String category, float cost, String director) {
       this.director = director;
   public DigitalVideoDisc(String title, String category, String director, int length, float cost) {
      this.director = director;
   public String getTitle() {
   public String getDirector() {
   public String getCategory() {
```

9. Create the Cart class to work with DigitalVideoDisc

```
public class Cart {
    public static final int MAX_NUMBERS_ORDERED = 20;
    public void addDigitalVideoDisc(DigitalVideoDisc disc) {
        if(qutyOrdered == MAX_NUMBERS_ORDERED) System.out.println("The cart is almost full");
            System.out.println("The disc has been added");
    public void removeDigitalVideoDisc(DigitalVideoDisc disc) {
        if(qutyOrdered == 0) System.out.println("The cart is already empty");
                     arr_new[k]=itemsOrdered[i];
            System.out.println("The disc has been removed");
         float \underline{sum} = 0;
         for(int \underline{i} = 0; \underline{i}<qutyOrdered; \underline{i}++) {
            sum += itemsOrdered[i].getCost();
```

10. Create Carts of Digital Video Discs

Result:

11. Removing items from the cart

Result: