### **Lab03 Report**

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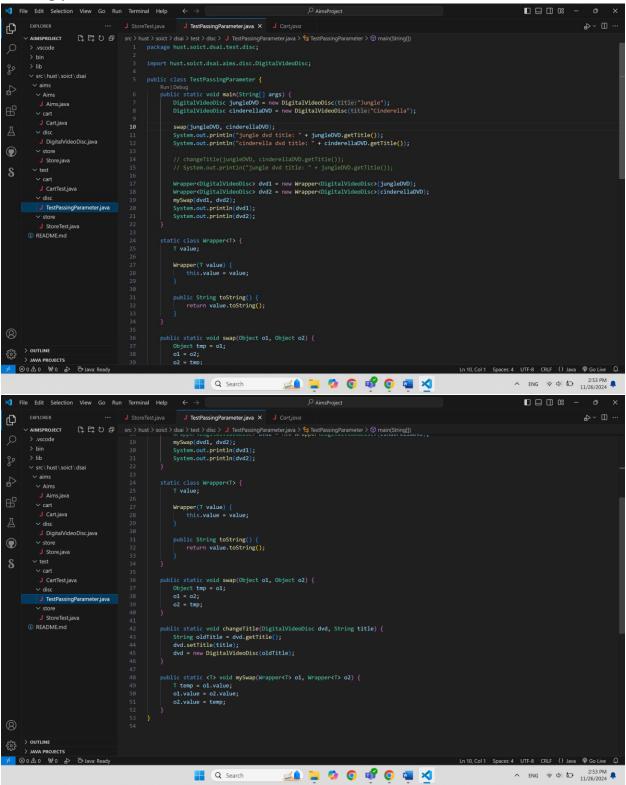
- I. Source code
- 1) Method overloading

```
.... J StoreTestjava J TestPassingParameter.java J Cartjava X

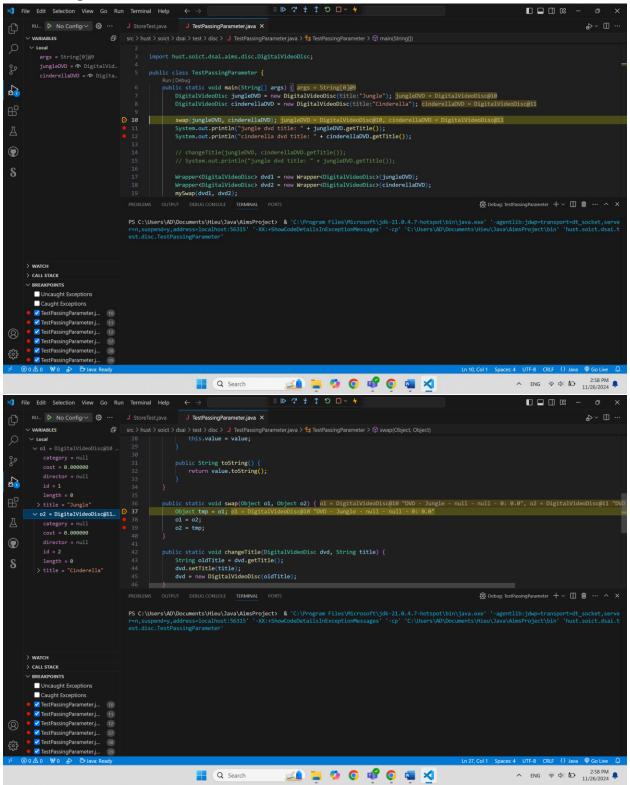
[‡ [‡ [b] 69] src > hust > soict > dsai > aims > cart > J Cartjava > () hust soictdsai.aims.cart
0
                                                                                                            if (qtyOrdered < MAX_NUMBERS_ORDERS) {
  itemsOrdered[qtyOrdered] = disc;
  qtyOrdered++;
  System.out.println(x:"The disc has been added.");</pre>
                 J Aims.java
∨ cart
                 J Cart.java

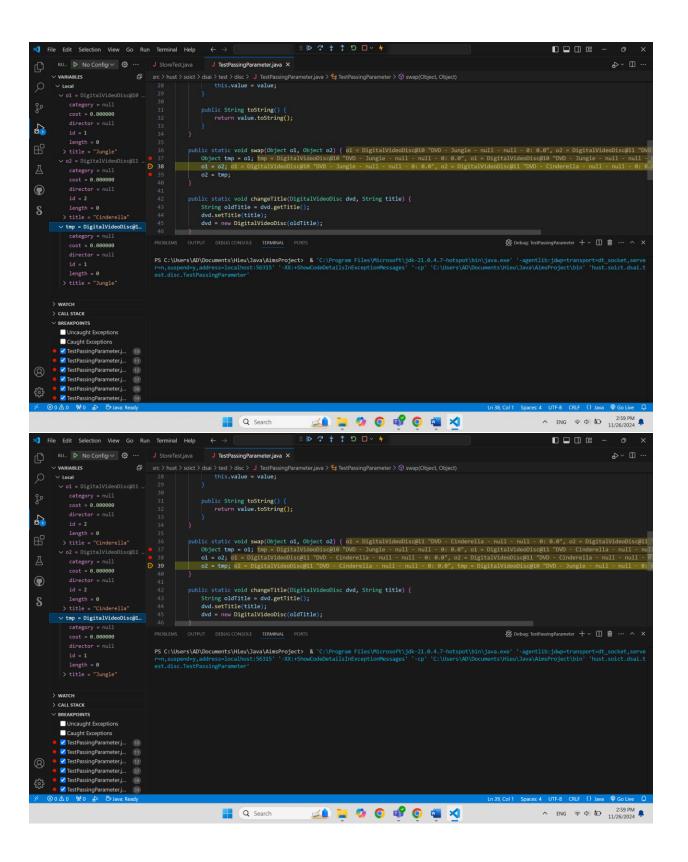
∨ disc
                                                                                                    public void addDigitalVideoDisc(DigitalVideoDisc[] dvdList) {
   for (DigitalVideoDisc disc : dvdList) {
      if (qtyOrdered < MAX_NUMBERS_ONDERS) {
        itemsOrdered[qtyOrdered] = disc;
      qtyOrdered++;
      System.out.println(x:"The disc has been added.");
   } else {
      System.out.println(x:"The cart is full. Cannot add more items.");
      break;
}</pre>
                    •
                  J CartTest.java✓ disc
                     public void addDigitalVideoDisc(DigitalVideoDisc dvd1, DigitalVideoDisc dvd2) {
    if (qtyOrdered + 1 < MAX_NUMBERS_ORDERS) {
        itemsOrdered[qtyOrdered] = dvd1;
        qtyOrdered++;
        itemsOrdered[qtyOrdered] = dvd2;
        qtyOrdered++;
        System.out.println(x:"The discs has been added.");
    } else if (qtyOrdered + 1 == MAX_NUMBERS_ORDERS) {
        itemsOrdered[qtyOrdered] = dvd1;
        qtyOrdered++;</pre>
                                                                                                                       qtyOrdered++;
System.out.println(x:"The first disc has been added.\nThe second disc cannot be added since the cart is full.");
> OUTLINE > JAVA PROJECTS
                                                                                                                                                                                      Q Search
```

#### 2) Passing parameter

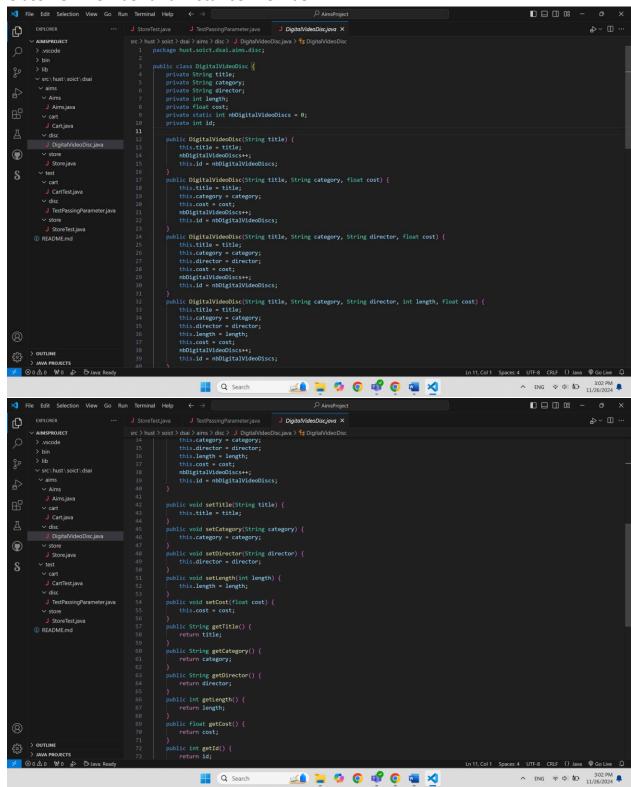


### 3) Use Debug Run





4) Classifier Member and Instance Member



### 5) Cart Class

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                                                                                                                                                                                                                                                                                                                                 J Cart.java X
                                                                                                                                                                                   public void displayCart? J Caligory 7 ( Indisorctional Indisorctional Indisorction Indiana Indiana
                        > .vscode
> bin
                                                                                                                                                                                                         J Aims.java
∨ cart
                            alit void searchow(int in);
boolean found = false;
for (int i = 0; i < qtyOrdered; i++) {
   if (itemsOrdered[i].getId() == id) {
      found = true;
      System.out.println(x:"Disc is found. Displaying information:");
      System.out.println(itemsOrdered[i].toString());
      break;
}</pre>
                                   •

J CartTest.java

✓ disc

                                                                                                                                                                                                           if (!found) {
    System.out.println(x:"Disc not found.");
                                      public void searchDVD(String title) {
  boolean found = false;
  for (int i = 0; i < qtyOrdered; i++) {
    if (itemsOrdered[i].isMatch(title)) {
      found = true;
      System.out.println(x:"Disc is found. Displaying information:");
      System.out.println(itemsOrdered[i].toString());
      break;
    }
}</pre>
                                                                                                                                                                                                            if (!found) {
    System.out.println(x:"Disc not found.");
> OUTLINE > JAVA PROJECTS
```

### 6) Store Class

```
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ightharpoonup 
ightharpoonup
                                                                                                                                                                                                                                                   O
                                                        9
10 public Store() {
11 itemsInStore = new ArrayList<>();
12 }
13
14 public void addDVD(DigitalVideoDisc dv
           ∨ aims
∨ Aims
            Ĵ Aims.java
∨ cart
                                                                       public void addDVO(DigitalVideoDisc dvd) {
   boolean found = false;
   for (DigitalVideoDisc disc : itemsInStore) {
      if (disc.equals(dvd)) {
          found = true;
          break;
      }
}
            J DigitalVideoDisc.java✓ store
•
            J Store.java

v test

cart
                                                                             if (found) {
   System.out.println(x:"The dvd is already added.");
} else {
   itemsInStore.add(dvd);
   System.out.println(x:"The dvd has been added.");
}

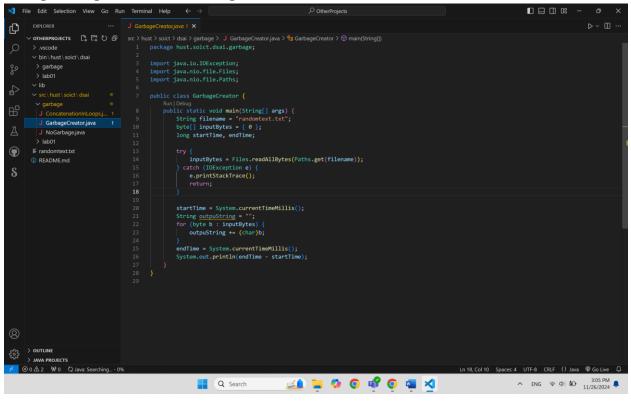
J CartTest.java

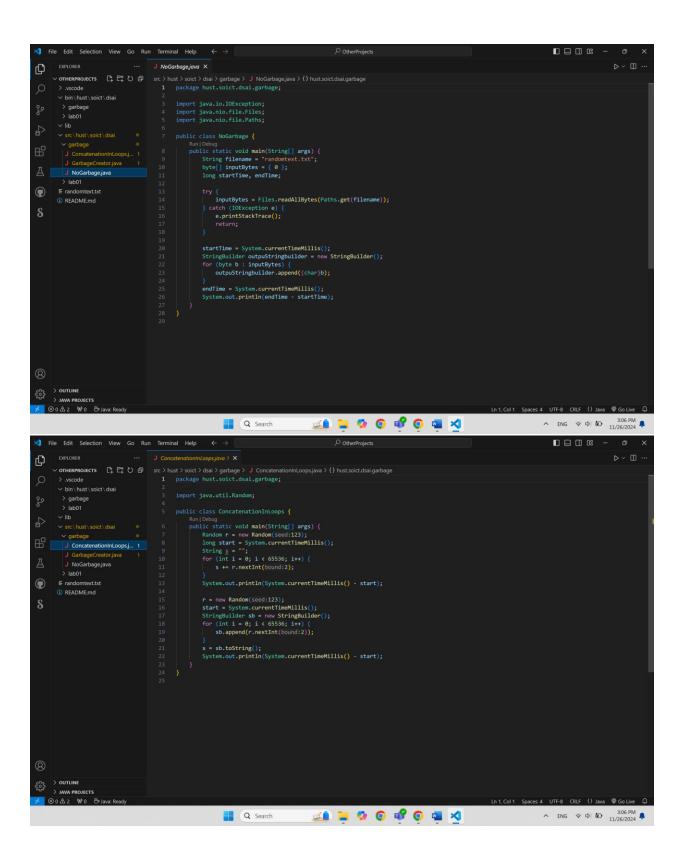
✓ disc

    J TestPassingParameter.java
    ∨ store

                                                                       public void removeDVD(DigitalVideoDisc dvd) {
  boolean found = false;
  for (DigitalVideoDisc disc : itemsInStore) {
    if (disc.equals(dvd)) {
        found = true;
        break;
    }
}
                                                                              if (found) {
   itemsInStore.remove(dvd);
   System.out.println(x:"The dvd has been removed.");
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```

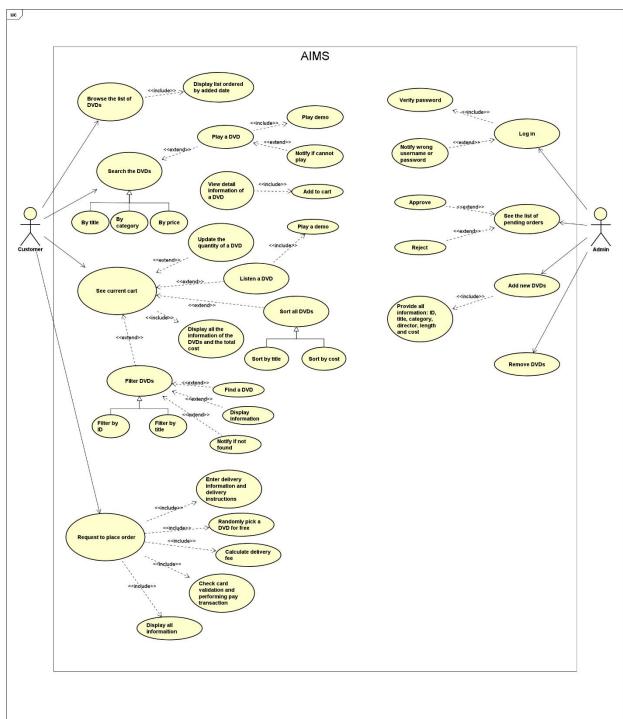
7) String, StringBuilder and StringBuffer



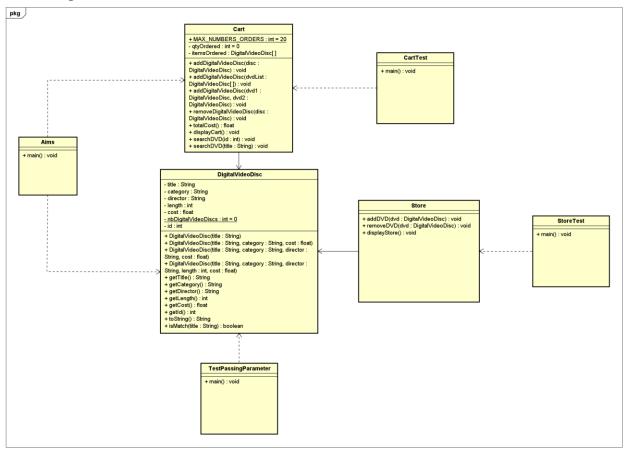


# II. Updated diagram

# 1) Use Case



#### 2) Class diagram



- III. Answer questions
- 1) After the call of **swap(jungleDVD, cinderellaDVD)** why does the title of these two objects still remain?
- 2) After the call of changeTitle(jungleDVD, cinderellaDVD.getTitle()) why is the title of the JungleDVD changed?
- 3) Is JAVA a Pass by Value or a Pass by Reference programming language?

Java is a pass by value programming language, so after the call of **swap(jungleDVD, cinderellaDVD)**, this method only swaps the copies of the references, not the actual references, hence these two objects still remain. In the second method, the dvd parameter is a reference to the same DigitalVideoDisc object as jungle DVD, hence when you use method setTitle, it change the title of that actual object.

Conclusion, Java is a pass by value programming language.