**Lab 02: Problem Modeling and Encapsulation**

3 Use case diagram

Diagram

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4 UML Class Diagram for use cases related to cart management

Timeline

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5 Create Aims class

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6 Create the DigitalVideoDisc class and its attributes

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7 Create accessors and mutators for the class DigitalVideoDisc

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8 Create Constructor method

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**Question**

If you create a constructor method to build a DVD by title then create a constructor method to build a DVD by category. Does JAVA allow you to do this?

**Answer**

Since the two contructors have the same signature DigitalVideoDisc(String), then it is not allowed.

9 Create the Cart class to work with DigitalVideoDisc

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10 Create Carts of DigitalVideoDiscs

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11 Removing items from the cart

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