

1. New written code

2. Debug and result

3. Updated diagram

4. Answer for questions

2.1. I think I prefer the method `addDigitalVideoDisc` which allows to pass an arbitrary number of arguments for dvd because I don't have to create another array just to save dvd in order to add to the cart array.

3.

- Java is pass-by-value

- After the call of `swap(jungleDVD, cinderellaDVD)`, the values of their references are copied into the parameters `o1` and `o2` respectively. Inside the swap method, the references `o1` and `o2` are swapped. However, this only affects the local variables `o1` and `o2` within the swap method. The original references `jungleDVD` and `cinderellaDVD` in the main method are not modified, and that's why the titles remain unchanged in the main method after calling `swap(jungleDVD, cinderellaDVD)`.

- After the call of `changeTitle(jungleDVD, cinderellaDVD.getTitle())`, the title of the `JungleDVD` changed. The reason is that Java object variables are simply references that point to real objects in the memory heap. Therefore, even though Java passes parameters to methods by value, if the variable points to an object reference, the real object will also be changed.

6. For the `toString()` method, `String` should be the return type since it contains letters, numbers, and symbols.