

LAB 03 REPORT

Java is a pass-by-value language.

RUN IN DEBUG MODE

The screenshot displays an IDE with a Java source file named `TestPassingParameter.java` in debug mode. The code defines a `DigitalVideoDisc` class and a `TestPassingParameter` class with a `main` method. The `main` method creates two `DigitalVideoDisc` objects, `jungleDVD` and `cinderellaDVD`, and calls `swap` and `changeTitle` methods. The `swap` method swaps the references of the two objects, and the `changeTitle` method changes the title of the object at the same memory address.

The right-hand side of the image shows two panels of variable inspection, illustrating the state of the program at different points in time.

Top Panel (Paused on Breakpoint):

- VARIABLES:**
 - Local
 - `args = String[0]@9`
 - `jungleDVD = DigitalVideoDisc@10 "Title: Jungle"`
 - `cinderellaDVD = DigitalVideoDisc@11 "Title: Cinderella"`
- CALL STACK:**
 - Thread [main] PAUSED ON BREAKPOINT
 - `TestPassingParameter.main(String[]) T...`

Bottom Panel (Running):

- VARIABLES:**
 - Local
 - `args = String[0]@9`
 - `jungleDVD = DigitalVideoDisc@10 "Title: Cinderella"`
 - `cinderellaDVD = DigitalVideoDisc@11 "Title: Jungle"`
- CALL STACK:**
 - Thread [main] PAUSED ON STEP
 - `TestPassingParameter.main(String[]) T...`

The bottom panel shows that after the `swap` method call, the `jungleDVD` object now holds the title "Cinderella" and the `cinderellaDVD` object holds the title "Jungle". This demonstrates that the swap method operates on references, and the objects themselves are not swapped.

REORGANISE YOUR PROJECTS

- ✓ AimsProject
 - > .vscode
 - > bin
 - > Design
 - > lib
 - > Requirement
- ✓ src\hust\soict\cybersec\aims
 - ✓ main
 - > cart
 - > disc
 - > store

✓ test

- > cart
- > disc
- > store

 Aims.java

✓ OtherProjects

- > .vscode
- > bin
- > lab01
- > lib
- ✓ src

> hust

> hust.soict.cybersec.garbage

> lab01

> ReadingAssignment