My answer of lab 2: PROBLEM MODELING AND ENCAPSULATION

1. UML and Astah
2. Problem statement of AIMS Project
3. Use case diagram

Diagram

Description automatically generated

1. UML Class diagram for use case related to cart management

Diagram

Description automatically generated

1. Create Aims project

Graphical user interface, text, application

Description automatically generated

1. Create the DigitalVideoDisc class and its properties

Graphical user interface, application

Description automatically generated

1. Create accessor and mutator for the class DigitalVideoDisc

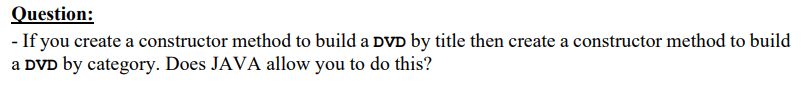
Graphical user interface, text, application

Description automatically generated

1. Create Constructor method

Graphical user interface, text, application, email

Description automatically generated



Answer: Yes, JAVA allow we create 2 constructors that have the same name and diffirent argument... It is called OVERLOADING TECHNIQUE. Two method can be the same name and another one, but they must differ in signature.

1. Create cart class to work with DigitalVideoDisk

Code: My code is available in “Lab\_2” folder or you can see them in the below

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

1. Removing items from cart

My code: is available in “LAB\_2” folder or you can see them below

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated