Object-Oriented Programming

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**Lab 03: Basic Object-Oriented Techniques**

1. Code update.
2. Overload method addDVD().

A screen shot of a computer code

Description automatically generated

Figure 1: add a list DVD.

A screen shot of a computer code

Description automatically generated

Figure 2: Add two DVDs.

1. Update to update id for DVD and CartItem.

A screen shot of a computer program

Description automatically generated

Figure 3: Update to increase ID when create new DVD.

A screen shot of a computer code

Description automatically generated

Figure 4: Update to increase CartItem ID when create new CartItem.

1. Store.java.

A screen shot of a computer program

Description automatically generated

Figure 5: Code for Store class

1. Debugging.

TestPassingParameter debugging:

A screenshot of a computer

Description automatically generated

1. Update usecase diagram and class diagram.
2. Update usecase diagram.

A diagram of a dvd

Description automatically generated

Figure 6: Usecase diagram

1. Update class diagram.

A computer screen shot of a computer

Description automatically generated

Figure 7: Class diagram

1. Answer the questions.

Is JAVA a Pass by Value or a Pass by Reference programming language?

- Ans: Java is strictly a pass by value language.