

Lab Report

OOP Lab

Lab 03

Student name: Trần Lê Hạ Đan

Student ID: 20235483

I. Method overloading

- Try to add method addDigitalVideoDisc which allows to pass an arbitrary number of arguments for dvd. Compare to an array parameter. What do you prefer in this case?

```
public void addDigitalVideoDisc(DigitalVideoDisc... dvdList) {  
    if (qtyOrdered + dvdList.length > MAX_NUMBERS_ORDERED) {  
        System.out.println("Not enough space in cart.");  
    } else {  
        for (int i = 0; i < dvdList.length; i++) {  
            itemsordered[qtyOrdered] = dvdList[i];  
            qtyOrdered += 1;  
        }  
        if (qtyOrdered == MAX_NUMBERS_ORDERED) {  
            System.out.println("The discs have been added. The cart is almost full.");  
        } else {  
            System.out.println("The discs have been added.");  
        }  
    }  
}
```

➔ Comparison:

- The addDigitalVideoDisc(DigitalVideoDisc [] dvdList) method takes one array parameter
 - The addDigitalVideoDisc(DigitalVideoDisc... dvdList) method takes an arbitrary number of DigitalVideoDisc parameters which will be in the dvdList array
- ➔ In this case, I prefer the second method, because we don't have to declare an array before calling the method.

II. Passing parameter

- Is JAVA a Pass by Value or a Pass by Reference programming language?
- ➔ Java is a pass by value programming language.
- After the call of swap(jungleDVD, cinderellaDVD) why does the title of these two objects still remain?

- ➔ The parameter passed into the method is only the value of jungleDVD and cinderellaDVD, not the reference to the objects themselves, so they are not modified.
- After the call of `changeTitle(jungleDVD, cinderellaDVD.getTitle())` why is the title of the JungleDVD changed?
- ➔ Because when we call the `changeTitle` method, we call `setTitle(title)`, which directly modifies the object.
- Please write a `swap()` method that can correctly swap the two objects

```
public static void swap(DigitalVideoDisc dvd1, DigitalVideoDisc dvd2) {

    String tmpTitle = dvd1.getTitle();
    dvd1.setTitle(dvd2.getTitle());
    dvd2.setTitle(tmpTitle);

    String tmpCategory = dvd1.getCategory();
    dvd1.setCategory(dvd2.getCategory());
    dvd2.setCategory(tmpCategory);

    String tmpDirector = dvd1.getDirector();
    dvd1.setDirector(dvd2.getDirector());
    dvd2.setDirector(tmpDirector);

    int tmpLength = dvd1.getLength();
    dvd1.setLength(dvd2.getLength());
    dvd2.setLength(tmpLength);

    float tmpCost = dvd1.getCost();
    dvd1.setCost(dvd2.getCost());
    dvd2.setCost(tmpCost);

    int tmpID = dvd1.getID();
    dvd1.setID(dvd2.getID());
    dvd2.setID(tmpID);
}
```

III. Debug run

- Investigate value of variables

The screenshot shows an IDE with two tabs: `DigitalVideoDisc.java` and `TestPassingParameter.java`. The `TestPassingParameter.java` file contains the following code:

```
1 package hust.soict.dsai.test.disc;
2 import hust.soict.dsai.aims.disc.DigitalVideoDisc;
3
4 public class TestPassingParameter {
5
6     public static void main(String[] args) {
7         // TODO Auto-generated method stub
8         DigitalVideoDisc jungleDVD = new DigitalVideoDisc("Jungle");
9         DigitalVideoDisc cinderellaDVD = new DigitalVideoDisc("Cinderella");
10
11         swap(jungleDVD, cinderellaDVD);
12         System.out.println("jungle dvd title: " + jungleDVD.getTitle());
13         System.out.println("cinderella dvd title: " + cinderellaDVD.getTitle());
14
15         changeTitle(jungleDVD, cinderellaDVD.getTitle());
16         System.out.println("jungle dvd title: " + jungleDVD.getTitle());
17     }
18
19     public static void swap(Object o1, Object o2) {
20         Object tmp = o1;
21         o1 = o2;
22         o2 = tmp;
23     }
24
25     public static void changeTitle(DigitalVideoDisc dvd, String title) {
26         String oldTitle = dvd.getTitle();
27         dvd.setTitle(title);
28         dvd = new DigitalVideoDisc(oldTitle);
29     }
30
31 }
```

The variable inspector on the right shows the state of the program:

Name	Value
no method return value	
o1	DigitalVideoDisc (id=21)
o1.category	null
o1.cost	0.0
o1.director	null
o1.id	2
o1.length	0
o1.title	"Cinderella" (id=23)
o2	DigitalVideoDisc (id=22)
o2.category	null
o2.cost	0.0
o2.director	null
o2.id	1
o2.length	0
o2.title	"Jungle" (id=30)
tmp	DigitalVideoDisc (id=22)
tmp.category	null
tmp.cost	0.0
tmp.director	null
tmp.id	1
tmp.length	0
tmp.title	"Jungle" (id=30)

- Change value of variables

The screenshot shows an IDE with a Java file named `TestPassingParameter.java`. The code defines a `DigitalVideoDisc` class and a `TestPassingParameter` class. The `main` method in `TestPassingParameter` creates two `DigitalVideoDisc` objects: `jungleDVD` (title: "Jungle") and `cinderellaDVD` (title: "Cinderella"). It then calls `swap(jungleDVD, cinderellaDVD)`, followed by `changeTitle(jungleDVD, cinderellaDVD.getTitle())`. The `swap` method is a static method that takes two `Object` parameters and swaps their references. The `changeTitle` method is a static method that takes a `DigitalVideoDisc` object and a `String` title, and sets the title of the object to the provided title. The console output shows the results of the program execution:

```
jungle dvd title: abc
```

- Output of correct swap method

The screenshot shows the implementation of the `swap` method in the `TestPassingParameter` class. The method is a static method that takes two `DigitalVideoDisc` objects as parameters and swaps their attributes. The implementation is as follows:

```
public static void swap(DigitalVideoDisc dvd1, DigitalVideoDisc dvd2) {
    // Swap titles
    String tmpTitle = dvd1.getTitle();
    dvd1.setTitle(dvd2.getTitle());
    dvd2.setTitle(tmpTitle);

    // Swap categories
    String tmpCategory = dvd1.getCategory();
    dvd1.setCategory(dvd2.getCategory());
    dvd2.setCategory(tmpCategory);

    // Swap directors
    String tmpDirector = dvd1.getDirector();
    dvd1.setDirector(dvd2.getDirector());
    dvd2.setDirector(tmpDirector);

    // Swap lengths
    int tmpLength = dvd1.getLength();
    dvd1.setLength(dvd2.getLength());
    dvd2.setLength(tmpLength);

    // Swap costs
    float tmpCost = dvd1.getCost();
    dvd1.setCost(dvd2.getCost());
    dvd2.setCost(tmpCost);

    // Swap IDs
    int tmpID = dvd1.getID();
    dvd1.setID(dvd2.getID());
    dvd2.setID(tmpID);
}

public static void changeTitle(DigitalVideoDisc dvd, String title) {
    String oldTitle = dvd.getTitle();
    dvd.setTitle(title);
    dvd = new DigitalVideoDisc(oldTitle);
}

}
```

The console output shows the results of the program execution:

```
<terminated> TestPassingParameter [Java Application] C:\Program Files\Java\jdk-22\bin\javaw.exe (20:17:13 25 thg 11, 2024 - 20:17:13) [pid=37004]
jungle dvd title: Cinderella
cinderella dvd title: Jungle
jungle dvd title: Jungle
```

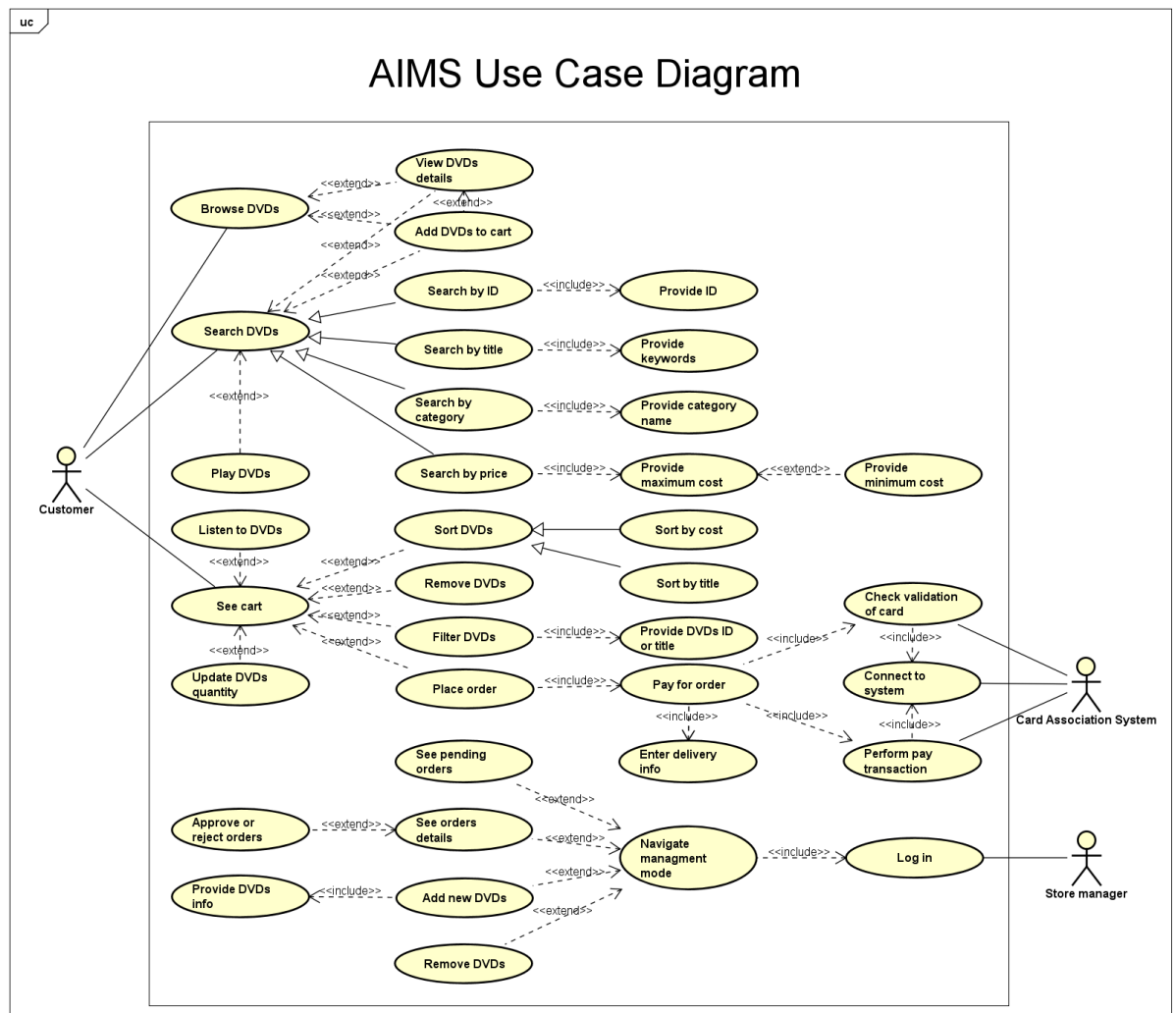
IV. Print cart

- Write a toString() method for the DigitalVideoDisc class. What should be the return type of this method?

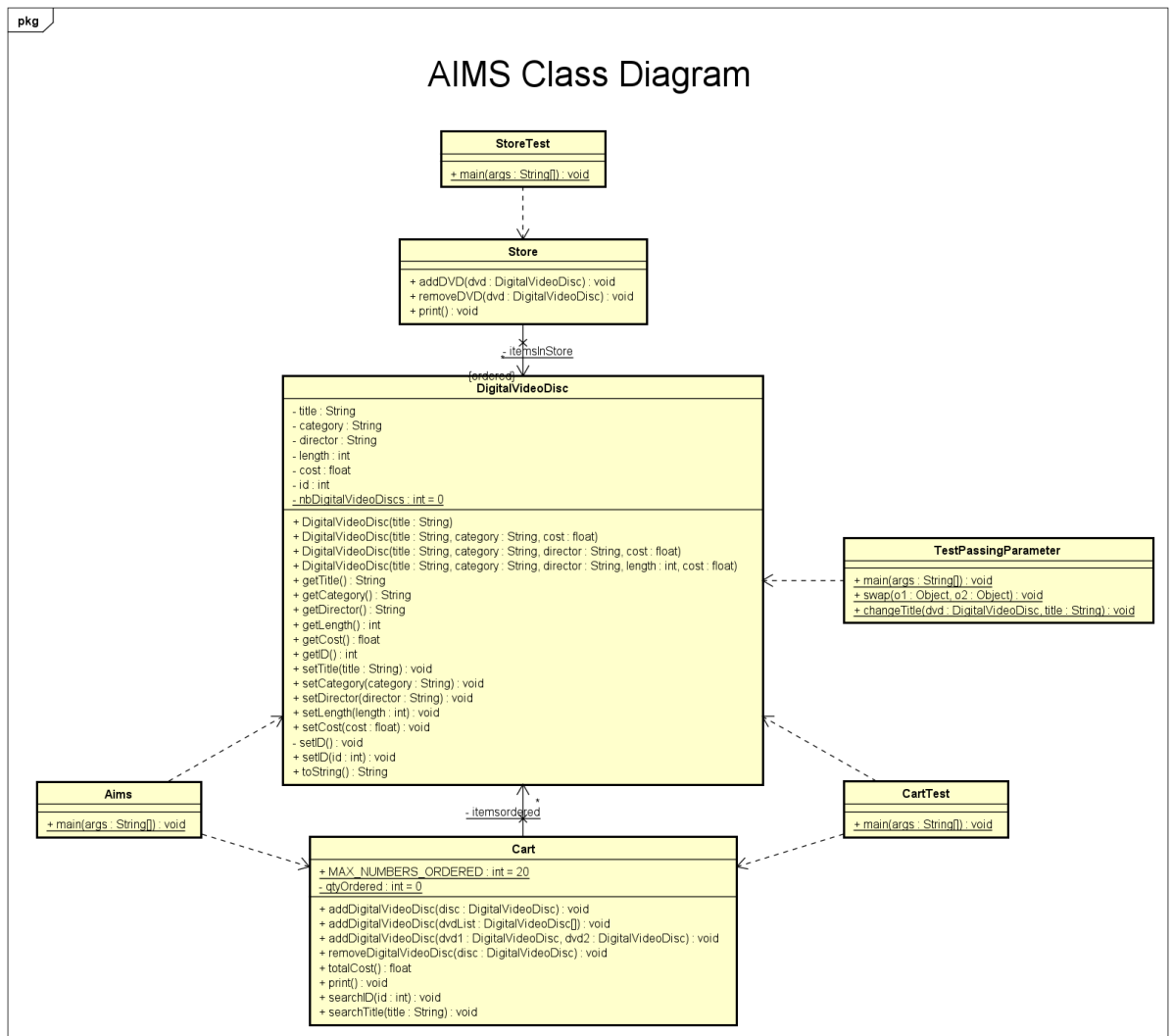
➔ The return type should be String.

V. Updated diagrams

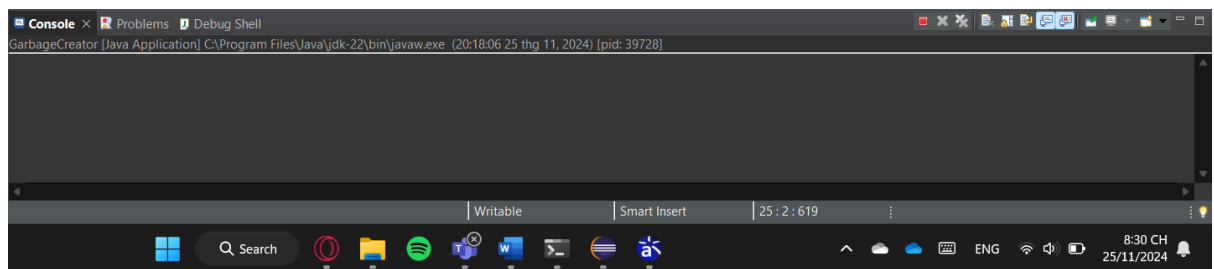
- Use Case Diagram



- Class Diagram



VI. String, StringBuilder, and StringBuffer



➔ GarbageCreator has been running for over 10 minutes.

VII. Apply Release Flow

Unfortunately, I read the instructions to apply release flow after I was done with other sections. I am very sorry for this mistake.