NGUYỄN KHÁNH TOÀN 235626

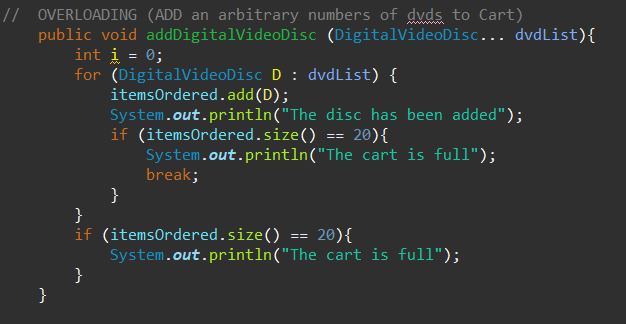
ALL the codes

2. Working with overloading

2.1

A computer screen shot of a program

Description automatically generated



- I prefer the second one as I don’t need to make a new array for the dvdList

2.2

A screen shot of a computer code

Description automatically generated

3. Passing parameter

**Questions:**

* After the call of **swap(jungleDVD, cinderellaDVD)** why does the title of these two objects still remain?
* After the call of **changeTitle(jungleDVD, cinderellaDVD.getTitle())** why is the title of the JungleDVD changed?

- BECAUSE JAVA IS A PASS BY VALUE PROGRAMMING, THEN WE DON’T CHANGE IT BY OBJECT = OBJECT

-JAVA IS A PASS BY VALUE PROGRAMMING LANGUAGE.

A screen shot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generated

4. Use debug run

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5. Classifier Member and Instance Member

A screen shot of a computer screen

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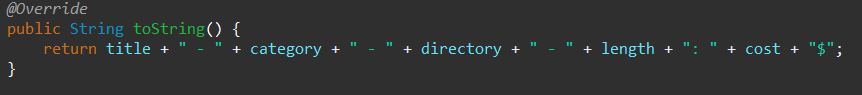
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A screen shot of a computer

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6. Open the Cart Class

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A screen shot of a computer program

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7. Implement the Store Class

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9. String

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