

COS20007 - Object Oriented Programming

5.1P - In Person Check-in 2 - Drawing Program Answer Sheet

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?

For me, the most challenging aspect of the drawing task is to remember all the properties and methods. Many times I forgot about a specific property and so I have to read my code to recall.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

I have read the book referred in Module and I do apply my understanding about inheritance that I've learned in that online book.

3. What are some strategies for success you can start or continue using for the remainder of the semester?

I think I should maximize what Swinburne offers: peer tutor, slides, tutorials...

I also need to start soon to maximize the time and avoid cramming deadlines.

4. Summarize how you utilized Encapsulation, Abstraction, Inheritance, and Polymorphism in your submitted tasks.

I've used abstraction and inheritance to avoid code duplication. Also they helped me to control the logic and manage objects easier. For example when I created Shape class to manage methods and properties that are true for all shapes so that I don't need to code the same thing in each shape's class.