SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

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

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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?

   Working with inheritance was fairly challenging to understand as some of the steps didn't make sense until later parts which was annoying. The most tedious part was simply trying to figure out the syntax for splashkit just because some of it wasn't clear as to how to implement it especially the input side of things.

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

   Yes but only the online study, resources such as videos, documentation and images were extremely helpful.

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

   Using my old code helps a lot, even my code from ruby just so I can understand general principles and layouts. Another is to always create a UML diagram before starting to code, it makes life infinitely easier.