
Module 11

Class Design and Implementation

Lecture

Console Class: Methods

Module 11 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	Fields and Properties	Describe the relationship between fields and properties	Basic OO Concepts
3: Apply	2	Console Application Fields and Properties	Design and implement the fields and properties for a console application class	Basic OO Concepts
3: Apply	3	Console Application Methods	Design and implement the constructors and methods for a console application class	Basic OO Concepts
3: Apply	4	XNA Fields and Properties	Design and implement the fields and properties for an XNA class	Basic OO Concepts, Basic XNA Concepts
3: Apply	5	XNA Methods	Design and implement the constructor and methods for an XNA class	Basic OO Concepts, Basic XNA Concepts

Last time we added two constructors to our Die class

This time, we'll add the Roll method to the class

- Recap

- We finished off our Die class implementation

- Next Time

- We'll start designing and implementing an XNA class
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