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IT Systems and Applications. UCC

Principle of programming Assignment.

Part A, B, C, D

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# Part A

## Exercise 1

### Design

### Code

### Testing

## Exercise 2

### Design

### Code

### Testing

## Exercise 3

### Design

### Code

### Testing

## Exercise 4

### Design

### Code

### Testing

## Exercise 5

### Design

### Code

### Testing

## Exercise 6

### Design

### Code

### Testing

## Exercise 7

### Design

### Code

### Testing

## Exercise 8

### Design

### Code

### Testing

## Reflection on Part A

# Part B

## Exercise 1

### Design

### Code

### Testing

## Exercise 2

### Design

### Code

### Testing

## Exercise 3

### Design

### Code

### Testing

## Reflection on Part B

# Part C

## Maths App

## Exercise A

### Design

### Code

### Testing

## Exercise B

### Design

### Code

### Testing

## Exercise C

### Design

### Code

### Testing

## 

## Reflection on Part C

# Part D

## Game of 42

## Reflection on Part D

# Conclusion