Documents in this folder:

* CaseStudy.docx
* Design.png

Discussion:

For this week’s example we’re going to try and reinforce some good software design skills. The case study included this week relies very heavily on the use of inheritance and interfaces, so the goal is to try to get the class to build up the class hierarchy.

Obviously, since we don’t teach UML in PSD, don’t try and replicate the exact class hierarchy (as in, correct UML syntax) in Design.png. Instead, make sure the classes and interfaces are highlighted, and their relationships with each other. Also make sure to highlight any abstract classes.

The objective of this week is for students to leave with a stronger understanding of when to use inheritance (is-a), when to use interfaces (can-do), and when to use abstract classes. The diagram is a guide only, feel to modify it based on the discussion, but make sure it’s justified!

Workshop Notes:

Remind students Assessed Lab 5 is available, and is due in Week 11.