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?

- One of the most challenging part is to determine where the shape is created, using the IsAt method
- How to handle mouse input and translate that into the creation of shapes on the screen
- Also showing the selected shapes for the lines are a bit confusing
- Using polymorphism to avoid duplicating the call to add shapes confused me at first, but after my tutor told me multiple times, I finally get it

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

- Watching tutorials from youtube doesn't help me that much, but I think I'll need to watch more videos and tutorials to help me
- Asking some friends for help about certain parts helps me to understand it better
- Practicing to create programs and experimenting allows me to understand more in depth how the codes work and what they're doing

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

- Continue to practice more and more
- Ask help from friends that has more knowledge to explain things that I don't understand
- Watch more in-depth tutorials regarding the materials