

# Credit Task 3 - Iteration 6

## Related Learning Outcomes

### ULO1 – Explain the OO Principles

Creation of the location class with uses of private and public data, location class inherit the properties of the game object class to make it identifiable.

### ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of object encapsulation by creating a location class with private field which only allow the data abstraction from the private field without public the field itself, for example the Location class created in this task.

### ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio to build and run the program, as well as integrated debugging features to step and inspect values. Location test unit have been created to task the location locate the item when the test is run

### ULO4 – Communicate using UML Diagrams

I learned how to interpret a UML class diagram and write the related code.

### ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.

## Screenshots

