

# Pass Task 17 – Case Study

## Iteration 3

### Related Learning Outcomes

#### ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation to create individual class, the bag class and inherit bag class from the properties of item class.

#### ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of conditional statements (e.g. “if”), and assigning values to parameters. Use of the bag class to access item and inherit the properties of item class.

#### 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. Uses of Nunit test to test each of the feature, locate item in bag, locate bag itself, locate an item which is not exist, test the bags’s full description and put a bag in another bag.

#### 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

