

Credit Task 4 - Iteration 7

Related Learning Outcomes

ULO1 – Explain the OO Principles

Creation of the Path class with uses of private and public data, Path 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 path class with private field which only allow the data abstraction from the private field without public the field itself, for example the Path class created in this task. Path class uses the Location class to determine its direction to move to its desire destination.

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. movingtest test unit have been created to test the player ability to relocate from one location to the other 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

