

Credit Task 5 - Iteration 8

Related Learning Outcomes

ULO1 – Explain the OO Principles

Creation of the Command Processor class with uses of private and public data, Command Processor class inherit the properties of the Command object class to make it identifiable and able to read user command when it is given.

ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of object encapsulation by creating a Command Processor class with private field which only allow the data abstraction from the private field without public the field itself, for example the Command Processor class created in this task. Command class uses the Command object class to get the property to execute the command that was given for the player.

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. Command Processor test unit have been created to test the player ability to execute command when given.

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

