

# Credit Task 2 - Iterations 4 & 5

## Related Learning Outcomes

### ULO1 – Explain the OO Principles

Create a private and public data with lookcommand class and it had inherit the property of a command class, it has its own individual method which perform individually.

### ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of conditional statements (e.g. "if"), and assigning values to parameters.

### 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.

### 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

