Pass Task 11 – Shape Drawer

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation

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 base, enable inherite with Rectangle : Shape, uses the function :base.

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.
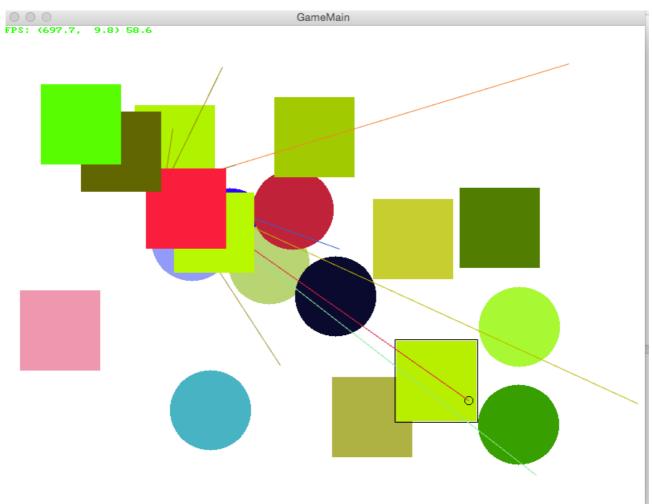
ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.

Screenshots

[code running]

[use of IDE]