

Pass Task 12 – The Spell Book

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. Uses of List<> and index this[int i] by accessing library using system.Collection.Generic, use readonly field. Use the three child class to pass value to the parent 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.

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]

hikaijie — Xamarin Studio External Console — mono-sgen — 80x24

Symbol file /Users/hikaijie/Dropbox/Nicholas oop/SwinwardsSchoolMagic/SwinwardsSchoolMagic/bin/Debug/SwinwardsSchoolMagic.exe.mdb doesn't match image /Users/hikaijie/Dropbox/Nicholas oop/SwinwardsSchoolMagic/SwinwardsSchoolMagic/bin/Debug/SwinwardsSchoolMagic.exe

Name is Mitch's mighty mover, Effect is Poof...you appear somewhere else

Name is Paul's potent poultice, Effect is Ahh...you fell better

Name is David's dashing disapperance, Effect is Zipppp...where am I?

Test Results

Successful Tests Inconclusive Tests Failed Tests Ignored Tests Output Rerun Tests

Test results for **SwinwardsSchoolMagic** configuration **Debug|x86**

Passed: 4 Failed: 0 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:00.0110000