

Distinction Task 3 – Custom Program

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation which creation of each individual private and public data such as die in player class. Other subclasses such as firsttile class inherit the property of tiles class. The object class are access by other class to inherit its properties.

ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of conditional statements (e.g. “if”), and assigning values to parameters. I've tried a few custom program before finishing this one, a few things that I learn include Var, eventargs to hold value without data, string builder/append, event handler, enumerable.range to create object with certain range. Convert.ToInt to convert to int.

ULO3 – Design, Develop and Test using an IDE

The code was developed using Visual Studio & xamarin to build and run the program, as well as integrated debugging features to step and inspect values. At first I was trying to build a blackjack game using swingame but the resources have too much of bug that left me no time to debug and coddng. Although the logic of the code are success but the presentation put does not work well.

This is the third custom program I've written. The unit test are sufficient and the output are very successful.

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.