

Pass Task 14 – Case Study: SwinAdventure

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation which allow a read only to the item and identifiable object class. Inheritance to inherit data from base class such as item.

ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, declaration of classes to allow them to access based class and uses of different declared function

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

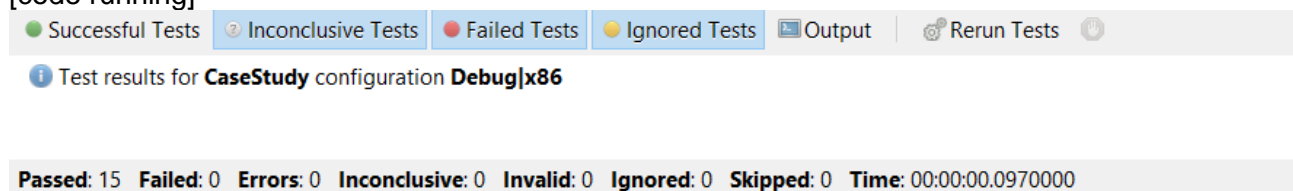
I learned how to interpret a UML class diagram and write the related code.

ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.

Screenshots

[code running]



[use of IDE]