



# Object Oriented Programming

## Topic 6: Elements of Good Design

### Resources

The following resources can help you with this topic:

- Case Study Requirements Document
- Case Study Implementation Plan

### Topic Tasks

Before starting to work on the tasks, first read through this entire document to get a sense of the direction in which you are heading. Complete the following tasks and submit your work to the Blackboard before the deadline.

Supplementary Exercise - Case Study: Iterations 1 and 2

After you have **discussed** your work with your tutor and **corrected any issues**, it will be signed off as complete.

## Supplementary Exercise - Case Study: Iterations 1 and 2

Over the remainder of the semester you will implement a larger object oriented program that demonstrates the elements of good object oriented design and uses of all of the concepts covered so far. This will help you to develop a deeper understanding, and create additional pieces of work to communicate this understanding.

1. Read the Case Study Requirements document. It outlines what you need to create.

**Note:** As with any requirements document, you **should** have questions. It is important to understand what the user wants you to create before you start to design and implement a program — it is easy to build the wrong program.

2. Review the stages in the **Case Study Implementation Plan** document.

**Note:** This is a **design** document, things may be missing or not fully thought through. You are likely to have questions or encounter issues. Discuss the issues with the tutor.

3. For this week aim to complete Iteration 1 and Iteration 2.

**Note:** At this point there will not be a "program" as such, just a set of unit tests that help demonstrate that your solution is moving toward completion.

Once your tests are working correctly create your own cover page for this piece, you will add to this over the next few weeks. Remember to relate what you are doing to the unit's learning outcomes.