Object Orientated Programming — Assessment II

Samuel J. Orman-Chan — 25659005

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This is a report on the 2nd Object Orientated Programming Assessment (Year I). This program is to show the implementations of the OOP paradigm. As a consequence, the program was written, as requested, in the C# Programming Language.

The program contains only simple implementations of OOP Type structures, such as the usage of the Get & Set structures; a form of simple inheritance and class creations. All of these implementations can be considered simplistic and primitive.

1 Program Commentary

The program contains 6 Classes, of which the Die Class acts as parent to Player which in turn acts as parent to HumanPlayer. This can be seen in the UML Diagram generated by Visual Studio in the appendix.

Despite this, the Human player class is superfluous as it was originally intended to accompany a Computer Player Class, each of which would have had there own behaviours. This was scrapped however due to time and skill constraints.

In scoring, the program conducts a linear search to count the number of occurrences of each number and then update a data structure that stores both the values and there frequencies. This happens in the Player Class.

A   UML

B   YouTube Video
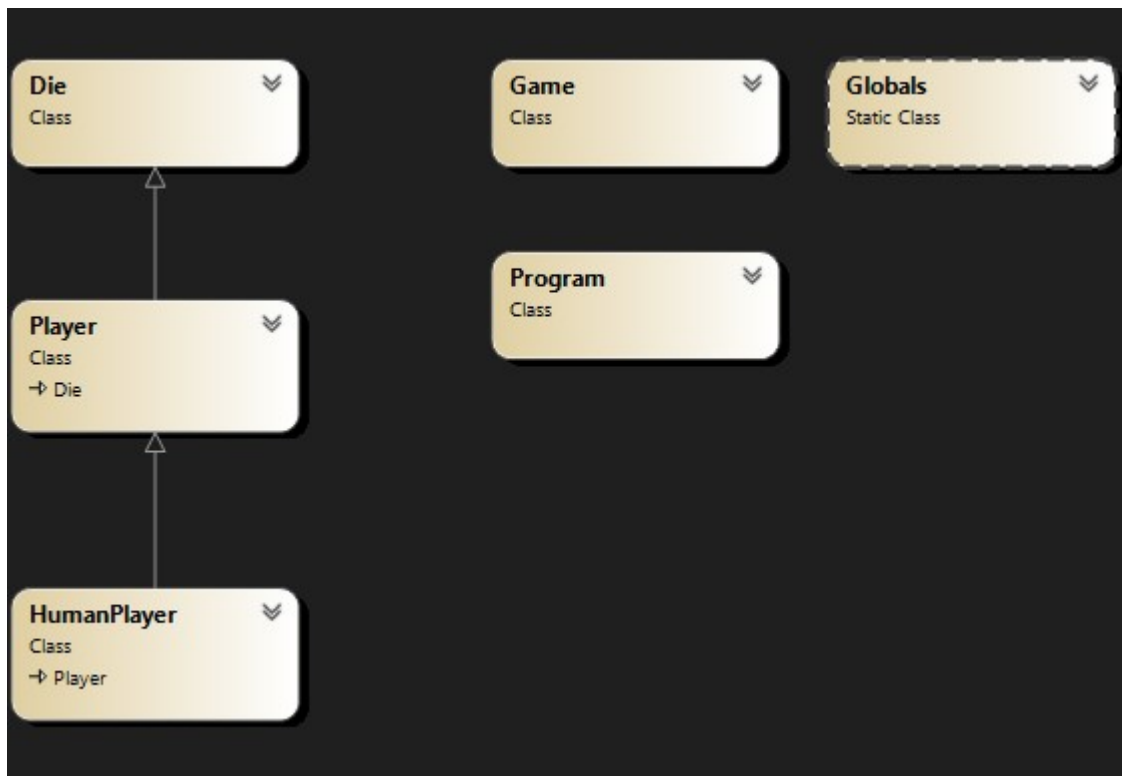
`https://youtu.be/15YX-pgIV0k`
Note: The Video is Only 11 Seconds long and it may be desirable to watch at $\frac{1}{2}$ speed as to read the subtitles.