

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

In Person Check-in 2 - Drawing Program

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?

Ans: Making the MyLine class was quite challenging. First if I used the DrawLine method from the Splashkit library, I was not able to make the line. It came like multiple lines coming from a single point. I was not able to make the dots that showed the line was selected. So, I had to hardcore the values. But I received comments on my submission and had to redo all of it. I seeked some help from my tutor Jenny and was finally able to debug the code.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

Yup, I took reference from the lectures about Inheritance and applied it in the tasks. Also I used books from Swinburne library and watched some youtube videos to gain a better understanding.

3. What are some strategies for success you can start or continue using for the remainder of the semester?

I think I should watch lectures timely, and refer to youtube videos plus practice more by creating projects like the Shape Class to keep myself acquainted with concepts.