COS20007 OBJECT ORIENTED PROGRAMMING

In Person Check-in 3 - Case Study

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9.1P: In Person Check-in 3 – Answer Sheet

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

   The most challenging part of the SwinAdventure game was the Iteration 6 and 7 in which the complete implementation was self designed and UML sequence diagrams were a little headache too because the activation period and the sequence of fetching and returning was hard to implement.

2. What is the most valuable thing you have learned in this unit so far?

   I loved the concept of inheritance and how easy it makes for the code to be implemented. It has the best real life analogous of a parent child relationship and I also implemented this in my custom program of SnakeGame. This was the most valuable concept that I learned.

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

   Some strategies that I want to start implementing to achieve success in this unit is using all of the 4 pillars along with interfaces more often in the tasks to get hand on these concepts and make the code easier and shorter. The game I have started is little less complex at this stage but at the end of the semester I will surely implement more stuff to make the code complex using all concepts and learnings I came across in this semester.