

# Credit Task 3

## Swin Adventure

### Iteration 6

#### Related Learning Outcomes

**ULO1 – Explain the OO Principles**

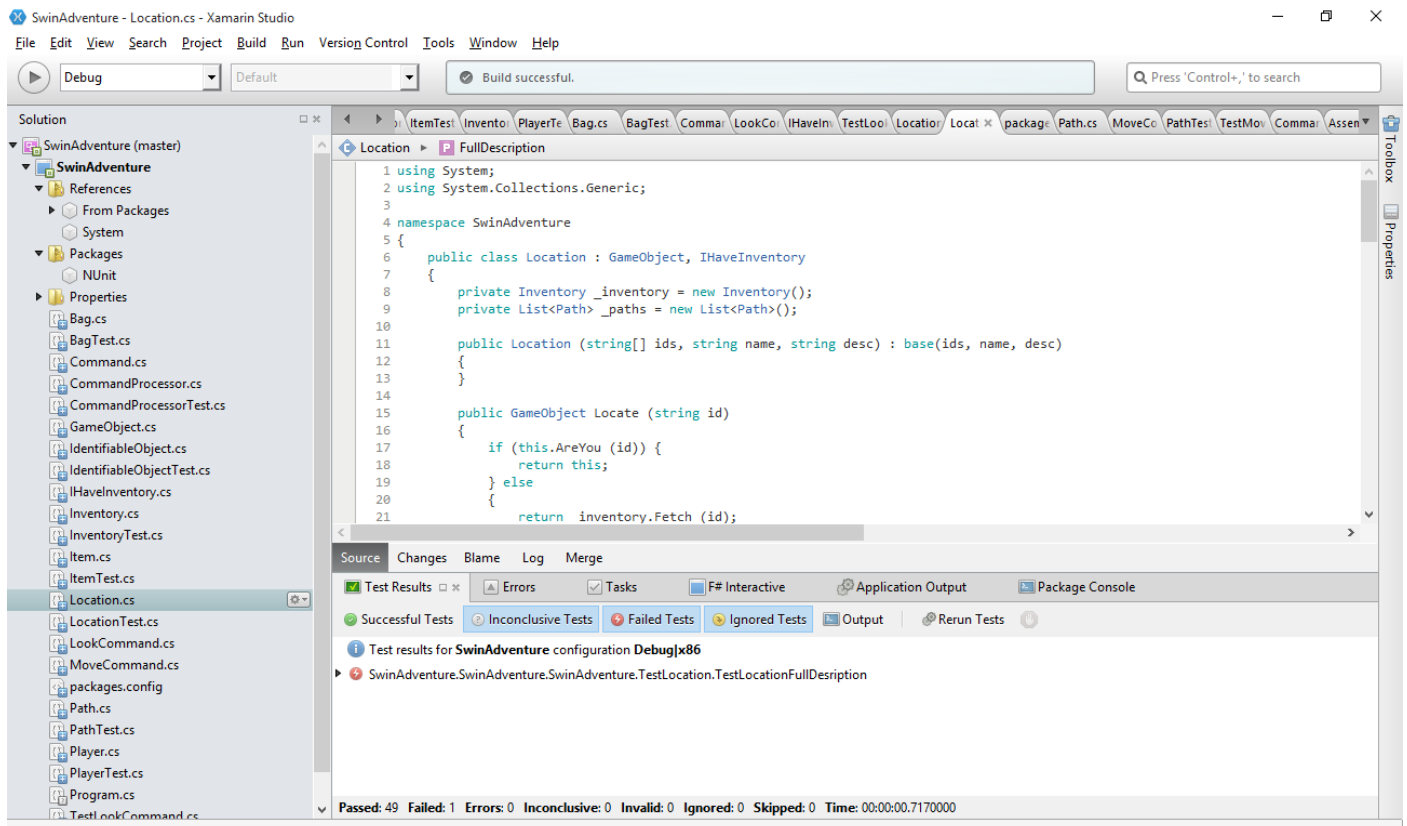
**ULO2 – Use OO Language and Library**

**ULO3 – Design, Develop and Test using an IDE**

**ULO4 – Communicate using UML Diagrams**

**ULO5 – Describe Elements of Good OO Design**

IDE screenshots:



SwinAdventure - LocationTest.cs - Xamarin Studio

File Edit View Search Project Build Run Version Control Tools Window Help

Debug Default Build successful. Press 'Control+', to search

Solution

- SwinAdventure (master)
  - SwinAdventure
    - References
      - From Packages
      - System
    - Packages
      - NUnit
    - Properties
      - Bag.cs
      - BagTest.cs
      - Command.cs
      - CommandProcessor.cs
      - CommandProcessorTest.cs
      - GameObject.cs
      - IdentifiableObject.cs
      - IdentifiableObjectTest.cs
      - IHaveInventory.cs
      - Inventory.cs
      - InventoryTest.cs
      - Item.cs
      - ItemTest.cs
      - Location.cs
      - LocationTest.cs
      - LookCommand.cs
      - MoveCommand.cs
      - packages.config
      - Path.cs
      - PathTest.cs
      - Player.cs
      - PlayerTest.cs
      - Program.cs
      - TestLookCommand.cs

TestLocation ▶ TestPathList ()

```
103     Item[] testItem = new Item[] {
104         new Item (new string[] { "shovel", "tool" }, "shovel", "a shovel"),
105         new Item (new string[] { "sword", "weapon" }, "sword", "a sword")
106     };
107
108     Location testLocation = new Location (new string[] { "test", "location" }, "Testing location", "This is a location u
109
110     for (int i = 0; i < testItem.Length; i++)
111     {
112         testLocation.Inventory.Put (testItem [i]);
113     }
114
115     Assert.AreEqual (testLocation.FullDescription, String.Format ("{0}{1}You cannot find any exit in this room{2}In thi
116     }
117
118     [Test()]
119     public void TestPathList ()
120     {
121
122
123
```

This file has line endings (mixed) which differ from the policy settings (Windows). Convert to Windows line endings OK is a loca

Source Changes Blame Log Merge

Test Results Inconclusive Tests Failed Tests Ignored Tests Output Rerun Tests

Successful Tests Inconclusive Tests Failed Tests Ignored Tests

- SwiAdventure.SwinAdventure.SwinAdventure.TestLookCommand.TestLookAtMe
- SwiAdventure.SwinAdventure.SwinAdventure.TestLookCommand.TestLookAtNoGemInBag
- SwiAdventure.SwinAdventure.SwinAdventure.TestMoveCommand.TestInvalidDirectionCommand
- SwiAdventure.SwinAdventure.SwinAdventure.TestMoveCommand.TestInvalidMoveCommand
- SwiAdventure.SwinAdventure.SwinAdventure.TestMoveCommand.TestPlayerMoveFailure
- SwiAdventure.SwinAdventure.SwinAdventure.TestMoveCommand.TestPlayerMoveSuccess

Passed: 50 Failed: 0 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:00.0980000