# Pass Task 5 – Shape Drawer

## Related Learning Outcomes

## ULO1 – Explain the OO Principles

## ULO2 – Use OO Language and Library

This exercise provided a basic example of coding a program in C# using the SwinGame library.

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

## ULO4 – Communicate using UML Diagrams

## ULO5 – Describe Elements of Good OO Design

Code running