

Pass Task 5+6 – Shape Drawer

Related Learning Outcomes

ULO1 – Explain the OO Principles

ULO2 – Use OO Language and Library

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

ULO3 – Design, Develop and Test using an IDE

The task demonstrates how to use perform testing on program algorithm with nUnit in Xamarin studio

ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

Code running



Unit Testing:

