School of magic program

Related Learning Outcomes

ULO1 – Explain the OO Principles
The exercise demonstrated the use of enumerations

ULO2 – Use OO Language and Library
The exercise demonstrated the syntax for creating and using enumerations.
It also introduced the concept of indexers in C# which helps to access values in List-type fields within an object.

ULO3 – Design, Develop and Test using an IDE
This exercise demonstrated how to create new enumeration files with Xamarin studio. It also provides practice for unit testing using Xamarin Studio.

ULO4 – Communicate using UML Diagrams
This exercise introduced a new addition to the UML diagram for illustrating enumerations.

ULO5 – Describe Elements of Good OO Design
Screenshots

Code running

Running Tests