

Pass Task 5+6+9 – Shape Drawer

Related Learning Outcomes

ULO1 – Explain the OO Principles

The task explains the concept of aggregation in Object-oriented programming.

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

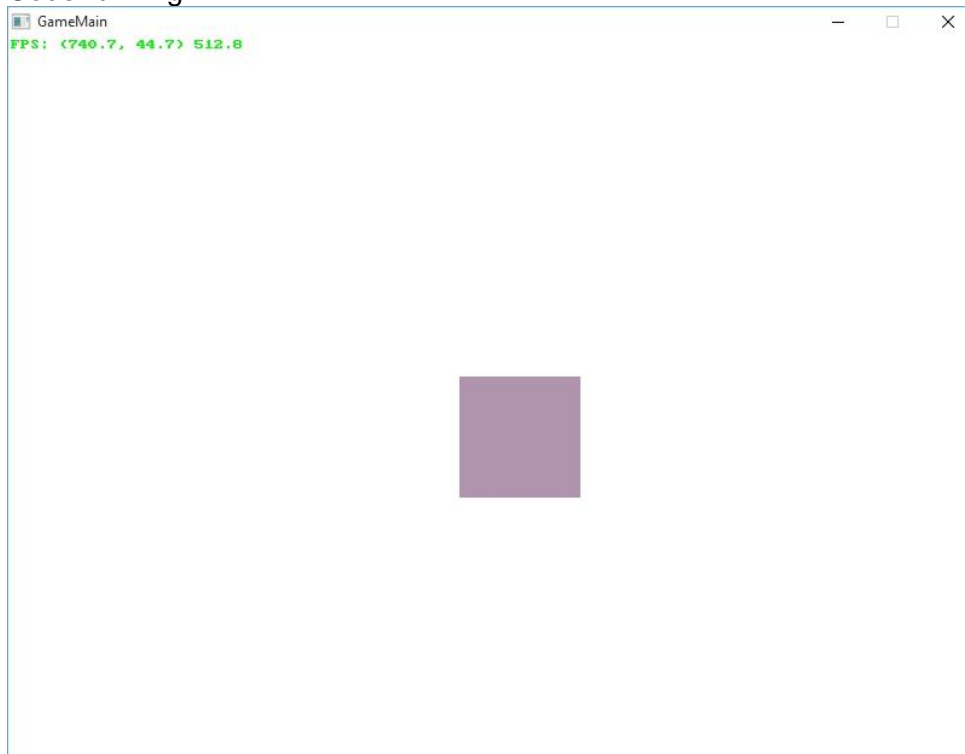
The task demonstrates how to use perform testing on program algorithm with NUnit in Xamarin Studio
Task 9 also demonstrates the process of Test Driven Development and how to apply it with Xamarin Studio.

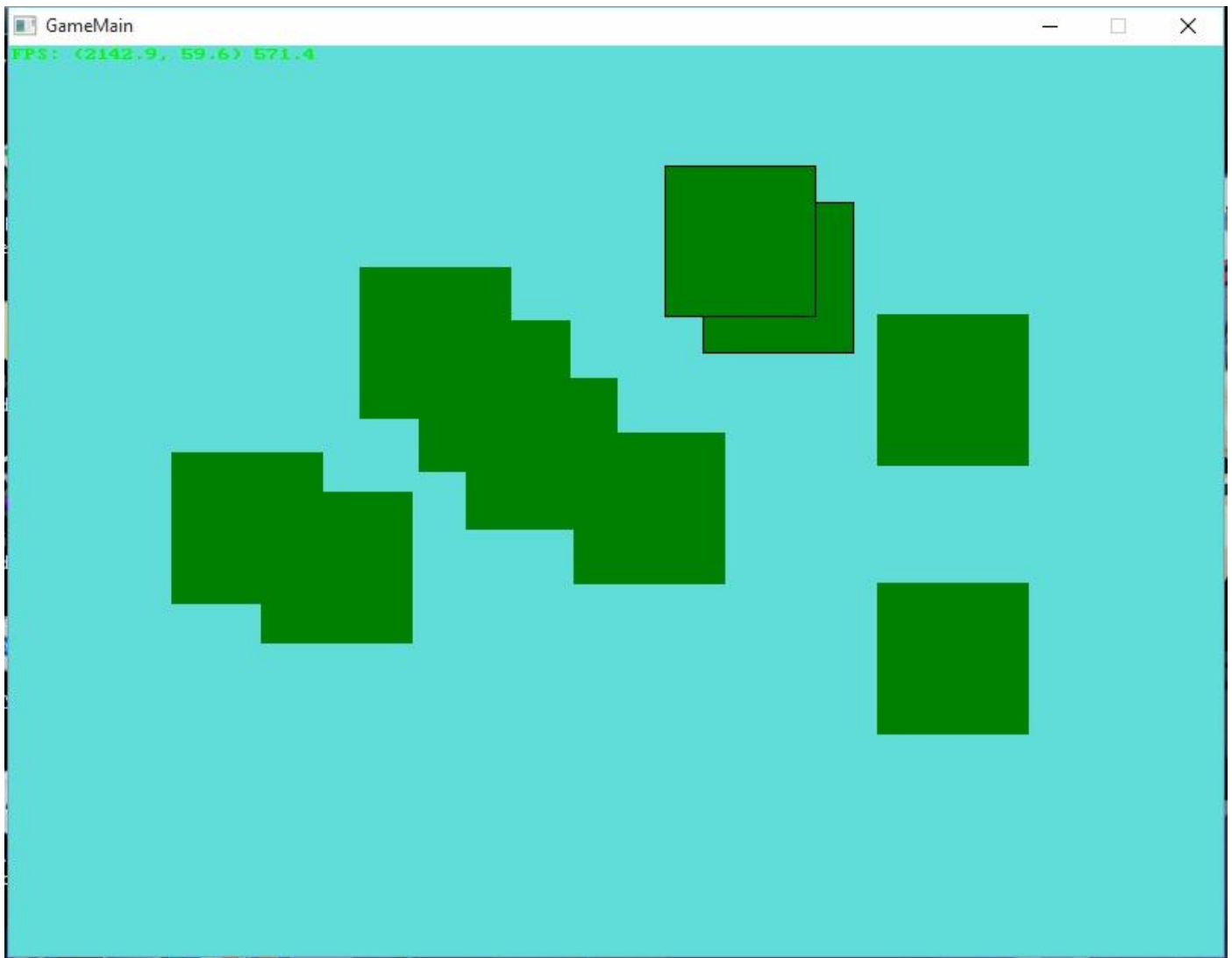
ULO4 – Communicate using UML Diagrams

The task shows how to demonstrate aggregation in UML diagrams.

ULO5 – Describe Elements of Good OO Design

Code running





Unit Testing:

