Pass Task 1 - Hello World

Related Learning Outcomes

ULO1 – Explain the OO Principles

The exercise demonstrated object encapsulation.

ULO2 – Use OO Language and Library

The exercise demonstrated basic C# programming syntax.

ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio to build and run the program, as well as integrated debugging features to step and inspect values.
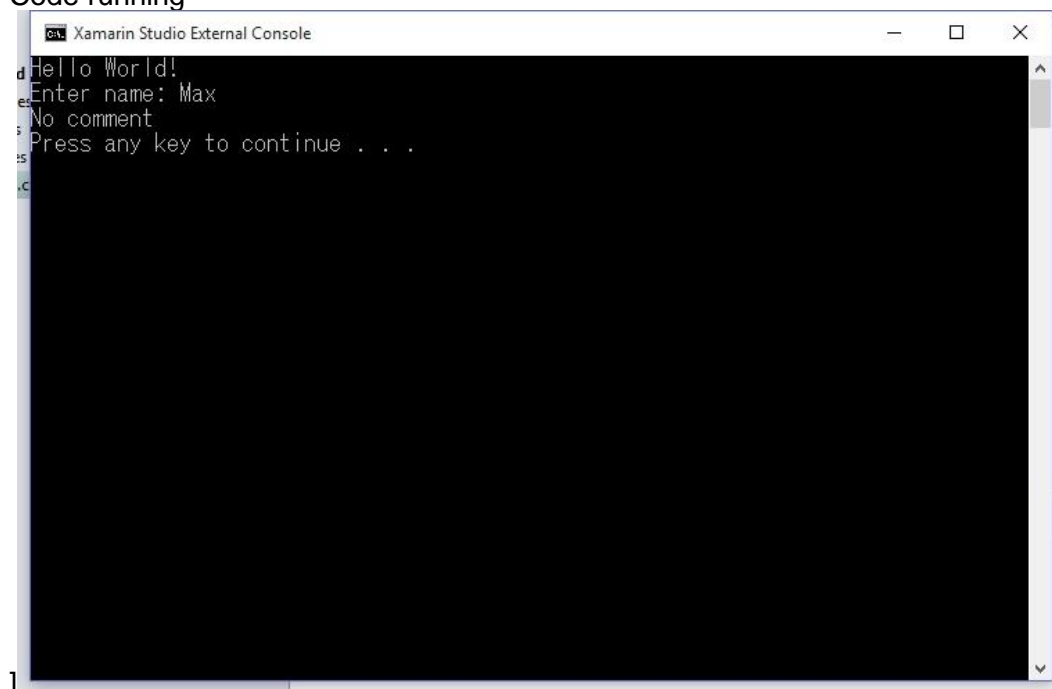
ULO4 – Communicate using UML Diagrams

I learned how to interpret a UML class diagram and write the related code.

ULO5 – Describe Elements of Good OO Design

The exercise demonstrated use of C# coding conventions such as indentations, and case used for classes, methods, variables,…etc….

Screenshots

Code running

Use of IDE