Credit Task 2
Swin Adventure
Iteration 4&5

Related Learning Outcomes

ULO1 – Explain the OO Principles

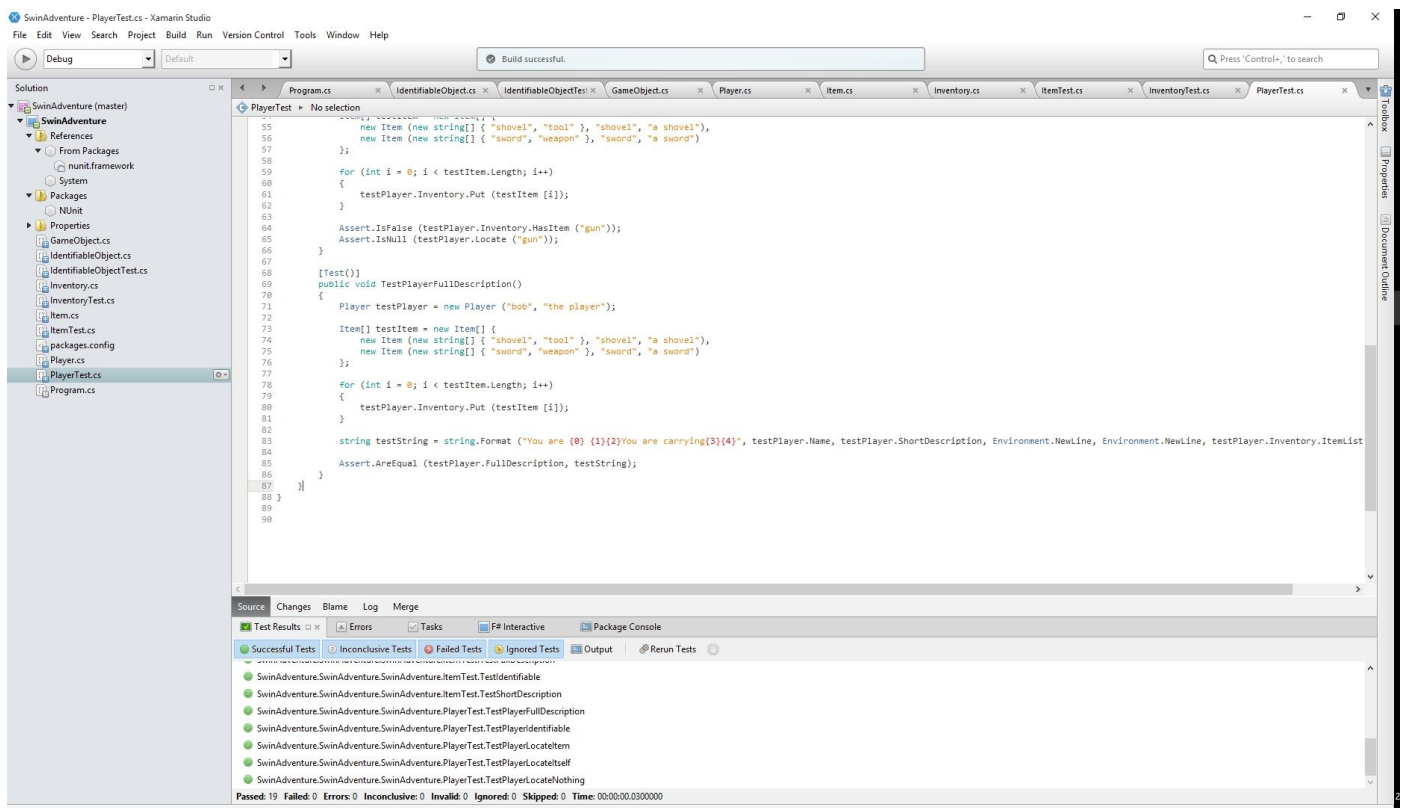## ULO2 – Use OO Language and Library

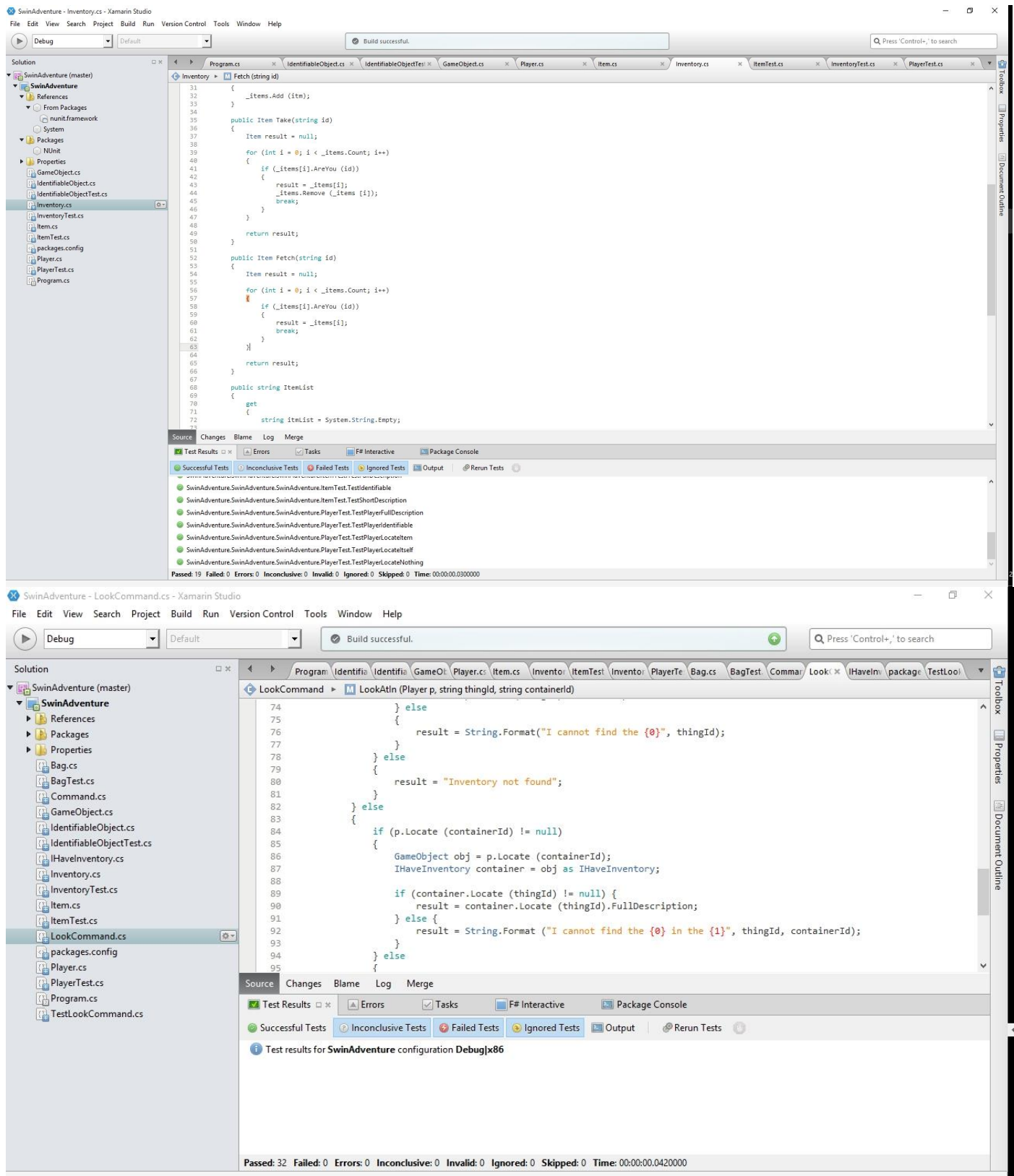The task demonstrates how to create and implement interfaces in C# programming.

ULO3 – Design, Develop and Test using an IDE
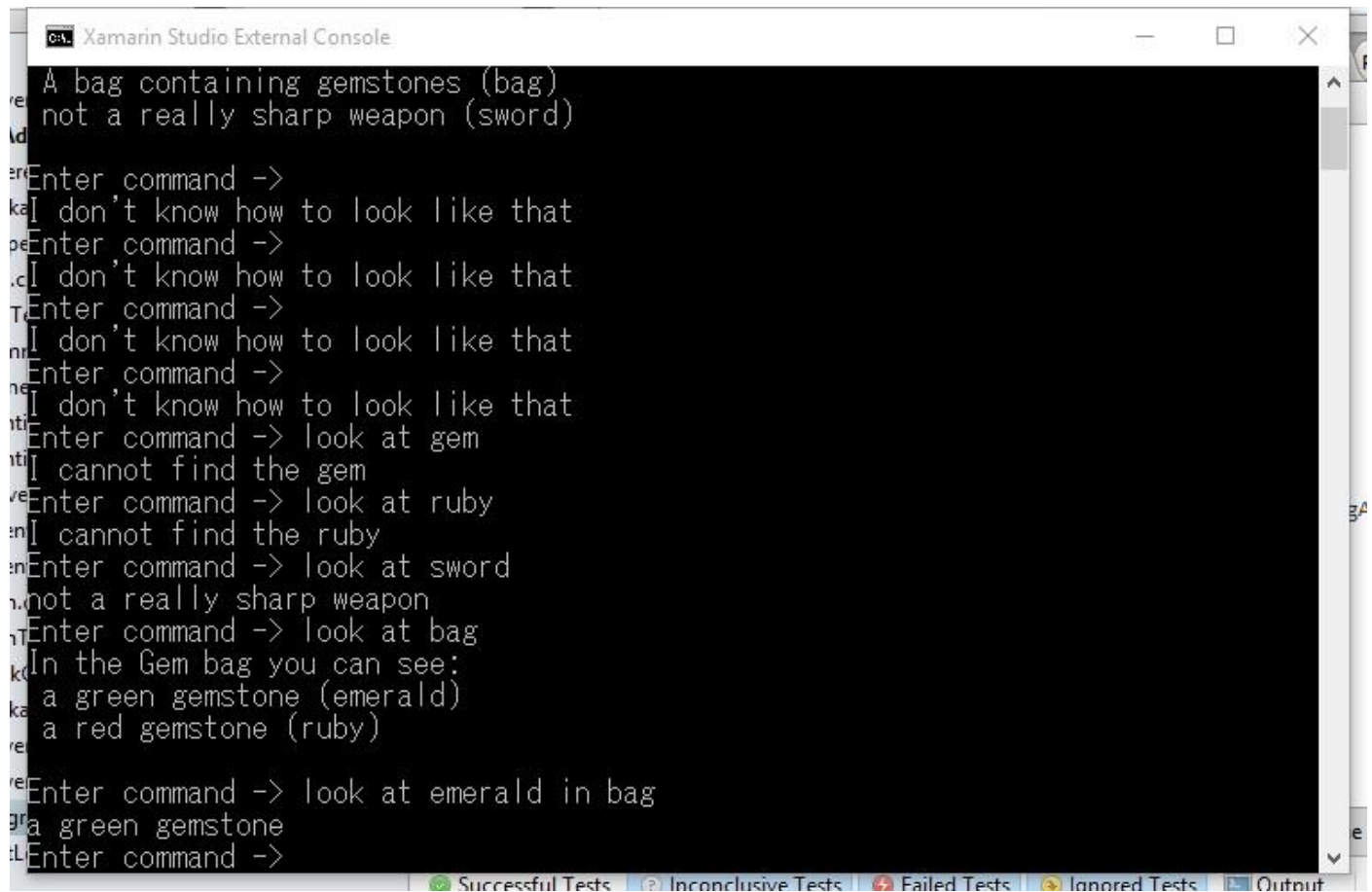
ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

IDE screenshots:

Early Look command implementation:

```
Xamarin Studio External Console                              —    □    ✕

A bag containing gemstones (bag)
not a really sharp weapon (sword)

Enter command ->
I don't know how to look like that
Enter command ->
I don't know how to look like that
Enter command ->
I don't know how to look like that
Enter command ->
I don't know how to look like that
Enter command -> look at gem
I cannot find the gem
Enter command -> look at ruby
I cannot find the ruby
Enter command -> look at sword
not a really sharp weapon
Enter command -> look at bag
In the Gem bag you can see:
 a green gemstone (emerald)
 a red gemstone (ruby)

Enter command -> look at emerald in bag
a green gemstone
Enter command ->

Successful Tests    Inconclusive Tests    Failed Tests    Ignored Tests    Output
```