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Pass Task 16 Planet Rover

Related Learning Outcomes

ULO1 – Explain the OO Principles

ULO2 – Use OO Language and Library

The tasks demonstrates the use of C++ object-oriented programming language

ULO3 – Design, Develop and Test using an IDE

ULO4 – Communicate using UML Diagrams

ULO5 – Describe Elements of Good OO Design

IDE screenshots:

```
FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS TEST ANALYZE WINDOW HELP
    - ② | 骰 - 🚉 🔛 👺 - ヴ - ♥ - ▶ Local Windows Debugger - ヴ - Debug - - 厚 🛒 II 田 🖰 | 匂 🧇 G- G c で 🕏 ե 領 🖫 準 列 利 相 👢
                                                                 SolarPanel.cpp
  TestRover.cpp*
    (Global Scope)

○ ⑥ ⑤ · ₹ ⑥ ⑥
        oid Rover::disconnect(string aName)
          if (fDevices[aName]->getCharge() != NULL)
             fDevices[aName]->disconnectBattery();
                                                                                                                                        Header Files
                                                                                                                                          Battery.h
                                                                                                                                        B Device h
          fBatteries.addBattery(battery);
     □string Rover::operate()
          //for (std::list<Device>:::terator i = my_list.begin(); i != my_list.end(); ++i) for (int i = 0; i < this->deviceCount(); i++)
                                                                                                                                *
```

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