

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.

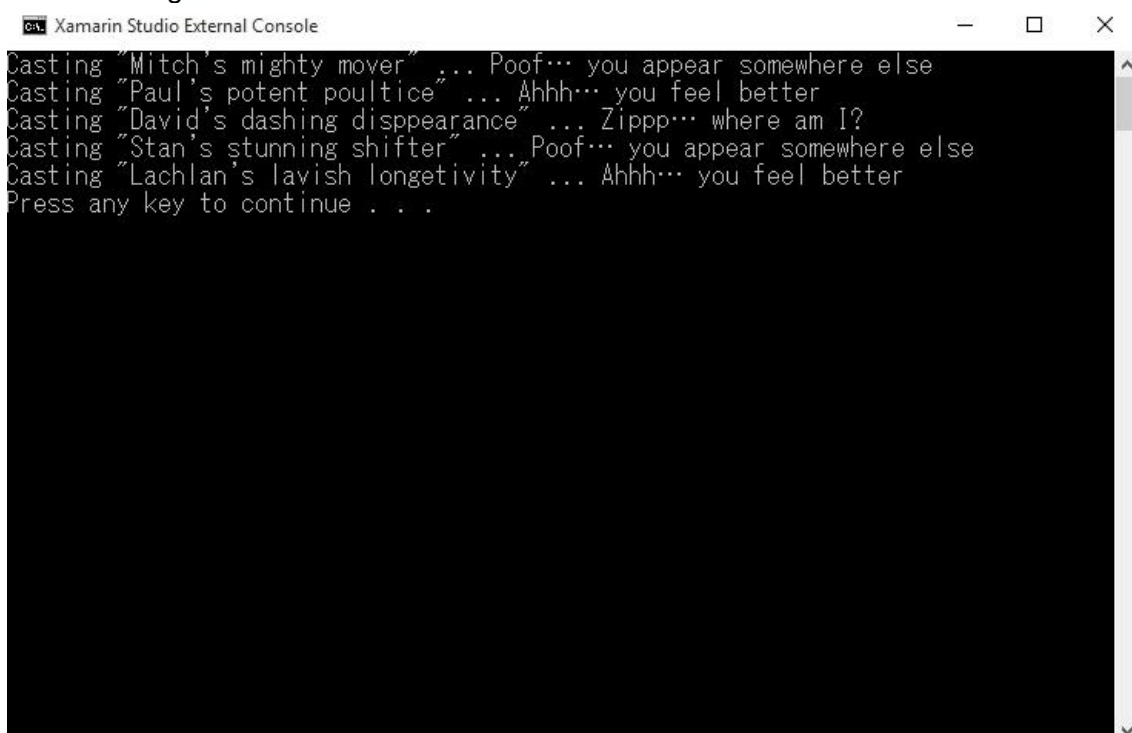
ULO4 – Communicate using UML Diagrams

This exercise introduced a new addition to the UML diagram for illustrating enumerations.

ULO5 – Describe Elements of Good OO Design

Screenshots

Code running

A screenshot of the Xamarin Studio External Console window. The window has a title bar with the text "Xamarin Studio External Console" and standard Windows window controls (minimize, maximize, close). The console area is black with white text. The text displayed is: "Casting 'Mitch's mighty mover' ... Poof... you appear somewhere else", "Casting 'Paul's potent poultice' ... Ahhh... you feel better", "Casting 'David's dashing disappearance' ... Zippp... where am I?", "Casting 'Stan's stunning shifter' ... Poof... you appear somewhere else", "Casting 'Lachlan's lavish longevity' ... Ahhh... you feel better", and "Press any key to continue . . .".

```
Casting "Mitch's mighty mover" ... Poof... you appear somewhere else
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Press any key to continue . . .
```

Running Tests

The screenshot displays the Xamarin Studio IDE with the following components:

- Top Bar:** Shows the file path `C:\Users\LinhShin\Documents\Projects\Pass3-Spells\Pass3-Spells\SpellBookTests.cs` and the status `Build successful.`
- Solution Explorer:** Lists the project structure for `Pass3-Spells`, including `AssemblyInfo.cs`, `SpellBook.cs`, `packages.config`, `Program.cs`, `Spell.cs`, `SpellKind.cs`, and `SpellTest.cs`.
- Code Editor:** Displays the `SpellBookTest` class in `SpellTest.cs`. The code includes a `[TestFixture ()]` attribute and a `[Test ()]` method `SpellAdditionTest()` that creates a `SpellBook` instance, adds a `Spell` object, and asserts it is not null.
- Test Results Panel:** Shows a list of successful tests for the `Pass3-Spells` configuration in `Debug|x86` mode. The tests listed are:
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.NameChangeTest`
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.SpellAdditionTest`
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.SpellFetchTest`
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.SpellRemovalTest`
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.TestHeal`
 - `Pass3-Spells.Pass3-Spells.Pass3Spells.SpellTest.TestInvisibility`
- Summary:** At the bottom, it reports `Passed: 7 Failed: 0 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0` with a total time of `00:00:00.0250000`.