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Credit Task 4 Swin Adventure Iteration 7

Related Learning Outcomes

- **ULO1 Explain the OO Principles**
- **ULO2 Use OO Language and Library**
- ULO3 Design, Develop and Test using an IDE
- **ULO4 Communicate using UML Diagrams**
- **ULO5 Describe Elements of Good OO Design**

IDE screenshots: SwinAdventure - MoveCommand.cs - Xamarin Studio File Edit View Search Project Build Run Version Control Tools Window Help ▼ Default Q Press 'Control+.' to search (Debug Solution 🗆 🛪 - 4 🕩), PlayerTe (Bag.cs | BagTest | Commar | LookCo | Havein | TestLoo | Locatior | package | Path.cs | Move x | PathTest | TestMov | Commar | Assemb | Commar | Locatior | Toolbox References ▶ 🕝 From Packages System ▼ 🚹 Packages public override string Execute (Player p, string[] text) NUnit string result = null; string[] directions = new string[]{ "east", "southeast", "south", "southwest", "west", "northwest", "northy", ▶ M Properties (Bag.cs BagTest.cs if (text.Length != 2) Command.cs result = "I cannot move like that": CommandProcessor.cs CommandProcessorTest.cs , else if (text[0] == "move" || text[0] == "head" || text[0] == "go") GameObject.cs bool directionIsValid = false; [[] IdentifiableObject.cs ldentifiableObjectTest.cs for (int i = 0; i < directions.Length; i++) HaveInventory.cs if (text [1] == directions [i]) lnventory.cs InventoryTest.cs directionIsValid = true; (ltem.cs ltemTest.cs Source Changes Blame Log Merge Location.cs Test Results □ × A Errors ✓ Tasks Application Output Package Console (Location Test.cs LookCommand.cs Successful Tests ② Inconclusive Tests ③ Failed Tests ③ Ignored Tests ☐ Output ④ Rerun Tests ☐ (MoveCommand.cs SwinAdventure.SwinAdventure.SwinAdventure.LocationTest.TestPathAdd apackages.config Path.cs SwinAdventure.SwinAdventure.SwinAdventure.LocationTest.TestPathList PathTest.cs SwinAdventure.SwinAdventure.SwinAdventure.LocationTest.TestPlayerLocateItemInLocation Player.cs @Swin Adventure. Swin Adventure. Swin Adventure. Location Test. Test Player Locate LocaPlayerTest.cs SwinAdventure.SwinAdventure.SwinAdventure.PathTest.TestPathDescription Program.cs TestLookCommand.cs SwinAdventure.SwinAdventure.SwinAdventure.PathTest.TestPathMove Passed: 50 Failed: 0 Errors: 0 Inconclusive: 0 Invalid: 0 Ignored: 0 Skipped: 0 Time: 00:00:00.1030000 TestMoveCommand.cs

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Early implementation of MoveCommand:

