Faculty of Science, Engineering and Technology

Object Oriented Programming

Topic 9: Design Patterns

Resources

The following resources can help you with this topic:

■ Design Patterns - Elements of Reusable Object-oriented Software by Gamma et al.

Topic Tasks

Before starting to work on the tasks, first read through this entire document to get a sense of the direction in which you are heading. Complete the following tasks and submit your work to Doubtfire for feedback before the deadline (check Doubtfire for the submission deadline).

Credit Task 3 - Case Study: Iteration 6

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Remember to submit your progress, even if you haven't finished everything.

After you have **discussed** your work with your tutor and **corrected any issues**, it will be signed off as complete.



Credit Task 3 - Case Study: Iteration 6

Note: Do not let Credit Tasks delay you in keeping up with unit due dates. If you are behind, skip these tasks and move on to the next Pass Task. You can always come back and have a go at this later if you get time.

Over the next few weeks you will implement a larger object oriented program that demonstrates the use of all of the concepts covered so far. This will help you develop a deeper understanding, and create additional pieces of work to communicate this understanding.

1. For this week complete Iteration 6 - Adding Locations

Once your tests are working correctly add additional details to your cover page. Remember to relate what you are doing to the unit's learning outcomes.

Tip: Now would be a good point to reflect on anything you did in these iterations that was interesting or challenging. Elaborate on this in the cover page so that you can take advantage of this in your portfolio.

Credit Task 3 - Assessment Criteria

Make sure that your task has the following in your submission:

- Iterations 1 to 6 are implemented.
- Class and Sequence Diagrams are included to illustrate additions to the design.
- The new classes have XML documentation for all public features.
- Code must follow the C# coding convention used in the unit (layout, and use of case).
- The code must compile and the screenshot show the tests passing.