

Pass Task 3+7+8 – Spells (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, as well as illustrated how to use xml codes to document information on classes, methods, properties,...

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.

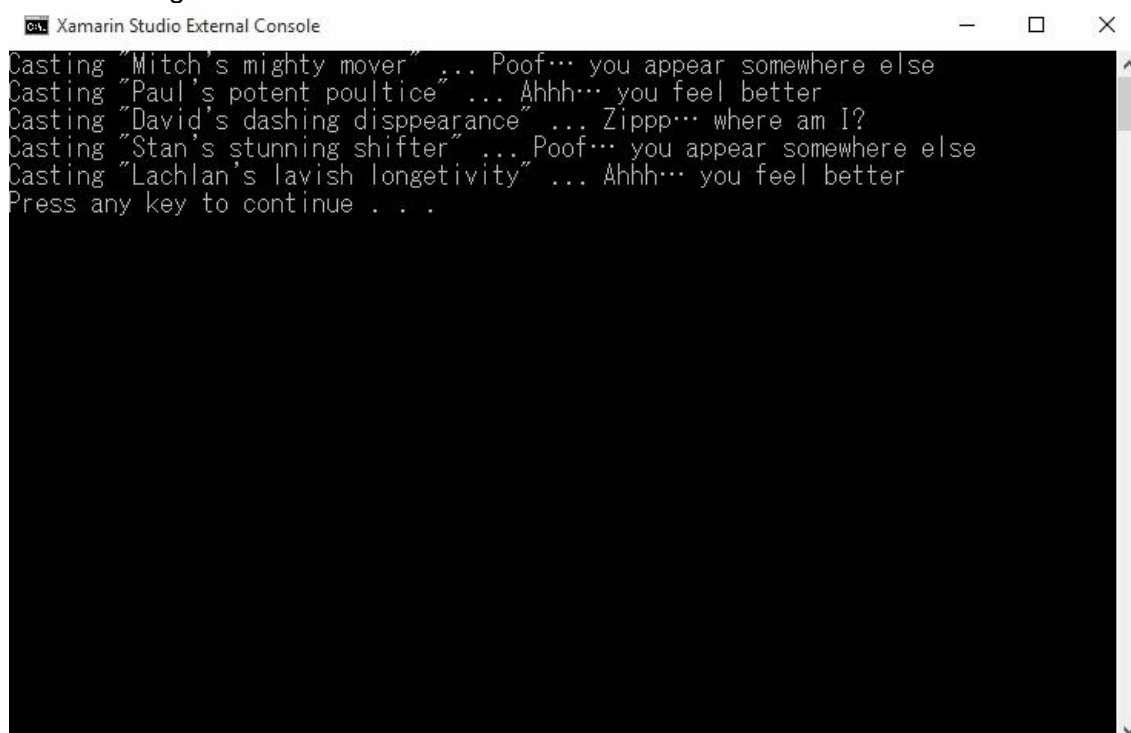
ULO4 – Communicate using UML Diagrams

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

ULO5 – Describe Elements of Good OO Design

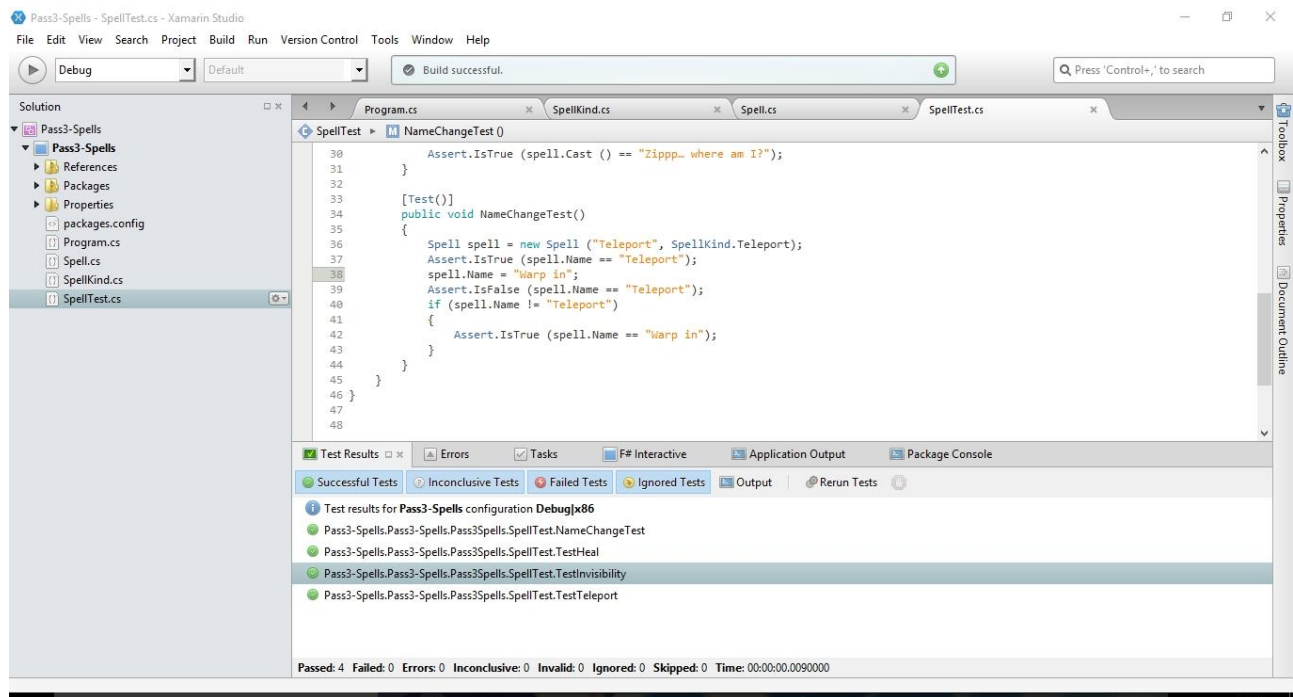
Screenshots

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' ... Zipp... 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 . . .".

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Xamarin Studio External Console
Casting "Mitch's mighty mover" ... Poof... you appear somewhere else
Casting "Paul's potent poultice" ... Ahhh... you feel better
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Press any key to continue . . .
```

Use of IDE for testing:



Use of xml for documentation

