

Pass Task 15

Planet Rover UML Class Diagram

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

The tasks provides practice for creating UML class diagram for a C++ program.

ULO5 – Describe Elements of Good OO Design