Credit Task 4

Swin Adventure

Iteration 7

# Related Learning Outcomes

# ULO1 – Explain the OO Principles

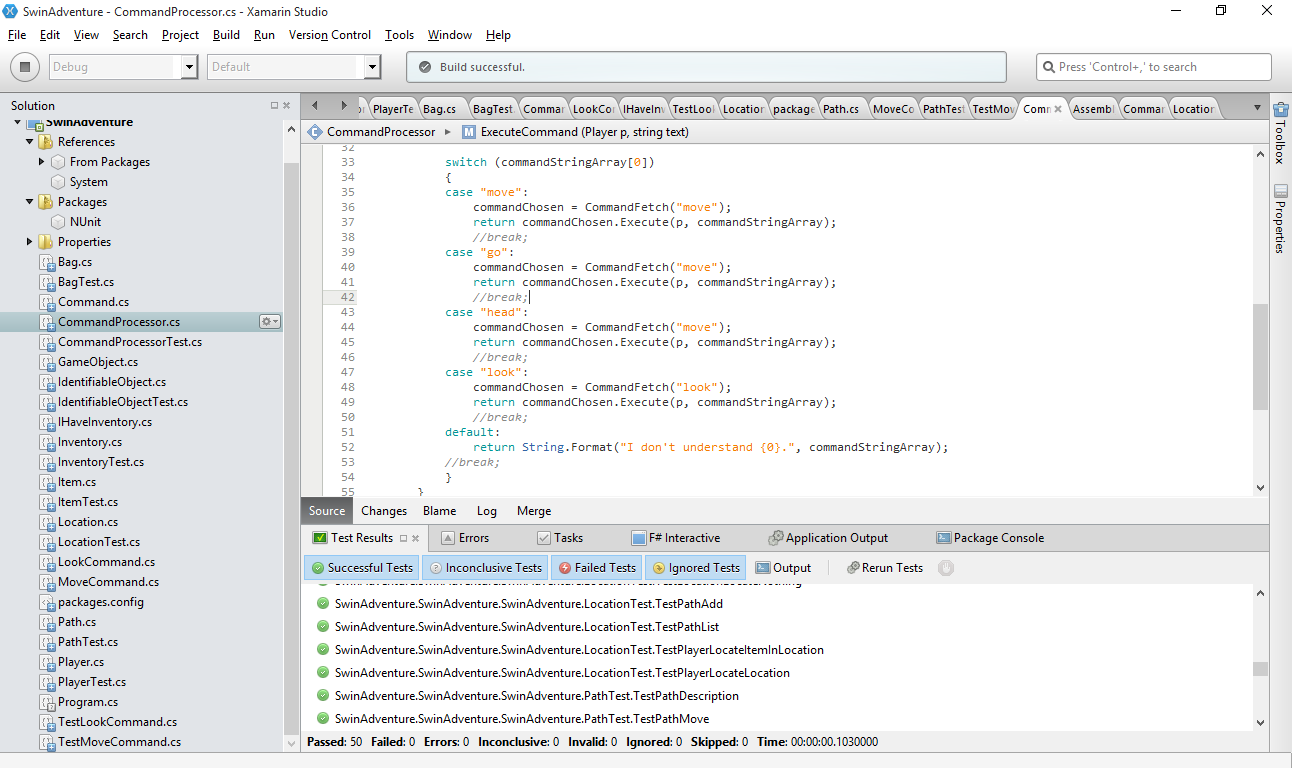
# ULO2 – Use OO Language and Library

# ULO3 – Design, Develop and Test using an IDE

# ULO4 – Communicate using UML Diagrams

# ULO5 – Describe Elements of Good OO Design

IDE screenshots:



Early implementation:

