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