

SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

In Person Check-in 2 - Drawing Program

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?
I found 4.1 the most challenging as I had to use inheritance and polymorphism in this task which was a bit difficult to understand initially. Inheriting features from Shape class into different types of forms of shapes' classes and adjusting the program to it took a while to understand.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?

Yes. I attended all the in-class labs and focused on self-studying that pushed me to work through the tasks.

3. What are some strategies for success you can start or continue using for the remainder of the semester?

I think I will have to look at the splashkit.io website to find out what other they have as a drawing tool. They are indeed helpful and I will use as I work ahead in the semester. Also, I am planning to finish all my P task before hand so that I can focus on the C, D & HD task.