

Pass Task 8 – Documenting the Spell Class

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated using your knowledge of the code you have written to properly document your code so anyone can quickly understand what the classes, methods and properties of your class can do.

ULO2 – Use OO Language and Library

This exercise taught me how to properly use commenting and xml to efficiently document my code

ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio to build and run the program, as well as integrated debugging features to step and inspect values.

ULO4 – Communicate using UML Diagrams

I learned how to interpret a UML class diagram and write the related code. Understanding what part of the UML diagram is for fields, methods and properties.

ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.
The exercise showed me the way to properly document my code so others could easily work out what the features do.

Screenshots

[code running]

[use of IDE]

