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# 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]

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```
SwinwartsSchoolofMagic - Spell.cs - Xamarin Studio
File Edit View Search Project Build Run Version Control Tools Window Help
                                                                                                        Debug
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              Q Press 'Control+,' to search
                                                                                                             ◆ Program.cs × SpellKind.cs
                                                                                                                                                                                                                                                                                                                                                                                                         × Spell.cs
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            × TestSpell.cs
     SwinwartsChoolofMagi

| SwinwartsChoolofMagi
| Spell |
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     Properties
                                                                                                                                                                 /// <summary>
/// Spell class to be able to use Spells in Swinwarts game.
/// Currently has a name and a kind fields which are used in casting a spell method.
/// </summary>
public class Spell
{
/// <summary>
/// <summary>
            packages.config

Program.cs

Spell.cs

SpellKind.cs

TestSpell.cs
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                                                                                                                                                                                   /// <summary> /// The name of the spell which can be displayed when casting. /// <summary> private string name;
                                                                                                                                                                                      /// <summary> /// The kind of spell which includes Invisibility, Heal and Teleport. // < /// <summary> private Spellkind kind;
                                                                                                                                                                                     /// <summary>
/// Constructor to initialize the spell's name and spell type/kind
/// <summary>
/// <param name="txt">Text.</param>
/// <param name="Skind">Skind.</param>
public Spell (string txt, SpellKind Skind)
//
                                                                                                                    F# Interactive
                                                                                                             > Microsoft (R) F# Interactive version 12.0.21005.1
Copyright (c) Microsoft Corporation. All Rights Reserved.
For help type #help;;
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▼ Test Results

▲ Errors

▼ Tasks

■ Package Con
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