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# Pass Task 18 – Planetary Rover

## **Related Learning Outcomes**

## **ULO1 – Explain the OO Principles**

This exercise demonstrated how to investigate and eliminate memory leaks by making sure the Rover deconstructors are deleting all the batteries and devices attached. The exercise taught how to create a deep copy to stop dangling references from happening by creating new instances of the object instead of a shallow copy which points to the same object.

# **ULO2 – Use OO Language and Library**

This exercise used namespace std, vector and iostream to access features such as lists and sending text to the console.

# ULO3 – Design, Develop and Test using an IDE

The code was developed using netbeans to build and run the program. to debug the program I used basic debugging with comments to find where the issue/crash occured to step and inspect what when wrong. Debugging in main was used for the unit testing for the Rover, devices and battery classes for memory leaks, dandling references and object aliasing.

#### **ULO5 – Describe Elements of Good OO Design**

The exercise demonstrated correct use of C++ coding conventions including proper naming, syntax and correct layout. The exercise taught proper resource management of all the objects created to make sure no memory leaks occur.

## **Screenshots**

[use of IDE]

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