

Pass Task 15 – Planetary Rover UML Diagram

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated the Abstract Principle of Object Orientated Programming. The task required to develop a UML diagram that defined the structure of a Planetary Rover and its associated devices and batteries. The task required you to break down the information provided and create the UML diagram. The task also included Encapsulation, in that the instructions and UML Diagram explained what the objects know and do such as methods, properties and fields. The diagram also mentioned Polymorphism in that the device class is abstract and has child elements for specialization.

ULO4 – Communicate using UML Diagrams

I learned how to interpret text and convert it into a UML class diagram so that it is easier to write the related code. The task provided statements on what the rover, battery and devices classes do and know so that you could create the UML diagram.

Screenshots

[UML Diagram]

