Pass Task 7 – Unit Testing Spells

# Related Learning Outcomes

# ULO1 – Explain the OO Principles

This exercise demonstrated using previous knowledge from other exercises and using it to test the Swinwarts game code to make sure the spells casted correct data and be able to change names.

# ULO2 – Use OO Language and Library

This exercise taught me NUnit specific commands such as StringAssert.Contains().

# 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.

# Screenshots

[code running]

[use of IDE]

