Pass Task 6 – Unit Testing Shape

# Related Learning Outcomes

# ULO1 – Explain the OO Principles

This exercise demonstrated object Testing with NUnit. It taught me how to add new NUnit files for testing features for the shape game. The exercise taught me about attributes which are annotations to the class or method used my NUnit to run tests. An assertion means that the statement must be true otherwise the test would fail.

# ULO2 – Use OO Language and Library

This exercise also introduced the Swingame API, showing me some exclusive methods to perform specific tasks that I had to look up to find information about them. Aswell as NUnit specific commands.

# ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio and the Swingame API 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]

