Pass Task 17 – Case Study 3

# Related Learning Outcomes

# ULO1 – Explain the OO Principles

This exercise demonstrated object encapsulation teaching me about how you can make features either public or private to only exist within the object. The topic taught me to convert abstract plans such as UML diagrams into actual code to use. The exercise used a lot of polymorphism to share similar methods and fields that classes shared from the Item object to the Bag.

# ULO2 – Use OO Language and Library

Demonstrated class and constructor declaration, the use of conditional statements (e.g. “if”), and assigning values to parameters. The task examines how fields can be used by an object to remember information. We used a Property to get the FullDescription and Inventory from the counter and be able to access it outside the object.

# 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. Nunit was used for the unit testing for the Bag class.

# ULO4 – Communicate using UML Diagrams

I learned how to interpret a UML class diagram and write the related code.

# ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions including proper naming, syntax and correct layout.

# Screenshots

[use of IDE]

