Informatics 1: Object Oriented Programming

Assignment 3 - Report

<ENTER YOUR UUN>

Basic – Design decisions
Explain **where**, **how** and **why** you made use of inheritance.

Basic – Issues encountered
This is an optional section, leave blank (or remove entirely) if everything went well.

If there is something to report, please do so under separate sub-headings. For example:

Issues with step 5
I managed to add different areas to the zoo, but I could not prevent another entrance from being added. I tried to solve this problem by <explain what you tried>, but it did not work because <try to explain why it did not work>.

Intermediate – Modelling the zoo's areas and connections
Explain how you modelled the zoo's areas and connections.

Intermediate – Alternative model
Describe an alternative (data-)representation and explain **why** you did not choose it.

Intermediate – Issues encountered
This is an optional section, leave blank (or remove entirely) if everything went well.

Issues with isPathAllowed
...

Advanced – Money representation in *ICashCount*
Explain how you chose to represent money in your implementation of *ICashCount* and **why**.

Advanced – Key ideas behind the chosen algorithm
Explain the key ideas behind your algorithm. Give an overview of how it works, rather than explaining it line by line.

Advanced – Issues encountered
This is an optional section, leave blank (or remove entirely) if everything went well.

Issues with implementing ICashCount
...