



Object Oriented Programming

Distinction Task 9.2D: Case Study — Take, GUI and DLL

Overview

Object oriented programming makes best sense with larger programs. The case study will be your opportunity to create a larger program and better see how these abstractions make it easier to create software solutions.

- Purpose:** Demonstrate design skills in tackling the put/take commands, a mastery of C# libraries with a simple GUI (WinForms or WPF), and the ability to create class libraries.
- Task:** Extend the case study with some additional features...
- Time:** Aim to complete this task by the end of the semester.
- Resources:** www.mono-project.com/docs/gui/winforms/

Submission Details

You must submit the following files to Doubtfire:

- Program source code
- Screenshot of unit tests passing
- Screenshot of program GUI and console running

Instructions

1. Design, test and implement the Put and Take commands.
2. Separate the program into a DLL that contains the model classes (Player, Location, etc) and a console app that contains the main class only.
3. Design, implement and test a simple GUI (large text area on top showing output, and small text box at the bottom for input with a button to action the text). This should reference the DLL you create in step 2.

Once your tests are working correctly get a screenshot of the tests passing and submit them along with the code. You should also get a screenshot of the program in execution.