

COS20007

Object-Oriented Programming

Learning Summary Report

Ved Jay Makhijani
104762184

Self-Assessment Details

The following checklists provide an overview of my self-assessment for this unit.

In addition to the checklists, please append the following supporting appendices to your portfolio:

- **Appendix I:** A list of screenshots showing each task title and the feedback from your tutor upon submission.

- **1.1p**

This screenshot shows the Canvas assignment page for '1.1P - Preparing for OOP'. The assignment is due on 9 Aug by 23:59, with 0 points available. It includes a file upload option and a PDF file type. A note states: 'This assignment does not count toward the final grade. Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' Below the assignment details is a preview of the uploaded PDF, which contains information about Object-Oriented Programming and its overview. The right sidebar shows a submission history entry for 'Submitted! 16 Sep at 12:15 (late)' with a download link for the answer sheet.

- **1.2p**

This screenshot shows the Canvas assignment page for '1.2P - Personalized Hello World program'. The assignment is due on 9 Aug by 23:59, with 0 points available. It includes a file upload option and a PDF and CS file type. A note states: 'This assignment does not count toward the final grade. Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' Below the assignment details is a preview of the uploaded PDF, which contains information about Object-Oriented Programming and its overview. The right sidebar shows a submission history entry for 'Submitted! 12 Aug at 12:19 (late)' with a download link for the submission file. A comment from the tutor reads: 'RESUBMIT AS NEW. Didn't submit Message class.' and includes a timestamp 'Jenny Lai, 22 Aug at 2011'.

- 2.1p

This screenshot shows the Canvas assignment page for task 2.1P. The assignment title is "2.1P - *In Person* Check-in 1 - Checked-in tools and Prior Experience Survey". It is due on 16 Aug by 23:59, with 0 points available after 1 Aug at 0:00. The submission type is a file upload, accepting PDF and CS files. A note states: "This assignment does not count toward the final grade. This is a misleading message automatically added by Canvas." Below this, instructions say: "This is the in-person check-in task. You must meet your tutor in person. Please read the [Deadline management tips](#) and [Academic integrity](#)". A note about check-in tasks requires a discussion with a tutor during lab or help desk hours. A file named "2.1P - In Person Check-in 1 - Tools-2.pdf" is attached. The submission status is "Submitted!" on 12 Aug at 15:57, with a download link provided.

- 2.2p

This screenshot shows the Canvas assignment page for task 2.2P. The assignment title is "2.2P - Counter Class and Arithmetic Overflow-checking". It is due on 16 Aug by 23:59, with 0 points available after 1 Aug at 0:00. The submission type is a file upload, accepting PDF and CS files. A note states: "This assignment does not count toward the final grade. This is a misleading message automatically added by Canvas." Below this, instructions say: "Please read the [Deadline management tips](#) and [Academic integrity](#)". A file named "2.2P - Counter Class and Arithmetic Overflow.pdf" is attached. The submission status is "Submitted!" on 16 Aug at 16:57, with a download link provided. The assignment overview page includes the university crest and a note: "In this task you will create a Counter class and use it to create and work with Counter objects."

- 2.3p

This assignment does not count toward the final grade.

2.3P - Drawing Basic Shapes with your own attributes

Due: 16 Aug by 23:59 **Points:** 0 **Submitting:** a file upload **File types:** pdf and cs
Available: after 1 Aug at 0:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#)

[2.3P - Drawing Program - A Basic Shape with Your Own Attributes.pdf](#)

Submission
✓ Submitted!
16 Aug at 16:43
[Submission details](#)
[Download 2.3.pdf](#)

Comments:
Minor revision:
- 1. The parameter didn't set correctly.
Please refer to step 11.

Jenny Lai 22 Aug at 19:47

- 2.4p

This assignment does not count toward the final grade.

2.4P - Identifiable Object with your ID

Due: 16 Aug by 23:59 **Points:** 0 **Submitting:** a file upload **File types:** pdf and cs
Available: after 1 Aug at 0:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#)

[2.4P - Case Study Iteration 1 - Identifiable Object-1.pdf](#)

Submission
✓ Submitted!
16 Aug at 22:22
[Submission details](#)
[Download 2.4.pdf](#)

Comments:
Hi Jenny, I missed out marking this submission as it's submitted before the due date. Next time, please remind me if you didn't get feedback in a week after submitting.
Today, I'm marking your 4.2P and found the tests format is incorrect. So, I thought to check how you did 2.4 and found I didn't mark this one. Sorry again.
Jenny Lai 1 Sep at 9:35

MINOR REVISION:
- 1. Need to follow the format required in Universal Task Requirements on Canvas/Modules, which requires 'one line one statement'.
- 2. Don't use Lambda '=>' according to

- 3.1p

The screenshot shows a Canvas assignment page for '3.1P - Clock Class with your own hour format'. The assignment is set to 'Not graded' and has a due date of 23 Aug by 23:59. It allows submissions of media recordings or file uploads, with PDF and CS file types accepted. A note on the page states: 'Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' Below this, there is a link to 'Deadline management tips' and 'Academic integrity'. A download link for '3.1P - Clock Class - your own format-2.pdf' is provided. The page includes a preview of the assignment document, which features the university's crest and text about Object Oriented Programming.

- 3.2p

The screenshot shows a Canvas assignment page for '3.2P - Stack and Heap and Null Pointer'. The assignment is set to 'Not graded' and has a due date of 23 Aug by 23:59. It allows submissions of file uploads, with PDF and CS file types accepted. A note on the page states: 'Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' Below this, there is a link to 'Deadline management tips' and 'Academic integrity'. A download link for '3.2P - The Stack and Heap and Null Pointer.pdf' is provided. The page includes a preview of the assignment document, which features the university's crest and text about Object Oriented Programming.

- 3.3p

The screenshot shows a Canvas assignment page. The title is "3.3P - Drawing Program - Drawing Class with your own attributes". The assignment is due on 23 Aug by 23:59, with 0 points available after 8 Aug at 0:00. It accepts file uploads in PDF and CS formats. A note states: "This assignment does not count toward the final grade." Below the assignment details, there is a link to "Deadline management tips" and "Academic integrity". A download link for "3.3P - Drawing Program - A Drawing Class-2.pdf" is provided. On the right side, there is a "Submission" section showing a checkmark for "Submitted!", the date 23 Aug at 23:29, and a link to "Submission details". Below that is a "Comments" section with a "MAJOR REVISION" note containing four items, followed by a timestamp "Jenny Lai, 26 Aug at 23:19". The left sidebar of the Canvas interface is visible, showing various course navigation links.

● 4.1p

This assignment does not count toward the final grade.

4.1P - Drawing Program - Multiple shape kinds with your own attributes

New Attempt

Due: 30 Aug by 23:59 Points: 0 Submitting: a file upload File types: pdf and cs Available after 15 Aug at 2:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[4.1P - Drawing Program - Multiple Shape Kinds-1-1.pdf](#) ↴ Minimise file preview

Page 1 of 12 ZOOM +

School of Science, Computing and Engineering Technologies
Object Oriented Programming
Pass Task 4.1: Drawing Program — Multiple Shape Kinds Overview

Submission

- ✓ Submitted!
- 2 Sep at 12:06 (late)
- Submission details
- Download 4.1p.pdf

Comments:

RESUBMIT AS NEW:

- 1. Line 64 in Shape class should be placed at the beginning of the class. All fields should be declared at the beginning.
- 2. There should initialization in MyCircle constructor.
- MyLine class is not completed.
- 3. Missing step 26.

Jenny Lal, 31 Aug at 22:54

● 4.2p

This assignment does not count toward the final grade.

4.2P - Case Study - Iteration 2: Custom Players, Items, and Inventory

New Attempt

Due: 30 Aug by 23:59 Points: 0 Submitting: a file upload File types: pdf and cs Available after 15 Aug at 2:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[4.2P - Case Study - Iteration 2 - Players, Items, and Inventory-1.pdf](#) ↴ Minimise file preview

Page 1 of 2 ZOOM +

School of Science, Computing and Engineering Technologies
Object Oriented Programming
Pass Task 4.2: Case Study — Iteration 2: Players, Items, and Inventory

Submission

- ✓ Submitted!
- 30 Aug at 21:40
- Submission details
- Download iteration2.pdf

Comments:

MAJOR REVISION:

- 1. Don't use Lambda "=>" according to University Task Requirement on Canvas/Modules.
- 2. Objects and variables should be declared at the beginning.
- 3. All objects should be in the Service. So that doesn't have to create new objects in each test.
- 4. Inventory test should have its own class instead of mixing into Player's test.

Jenny Lal, 3 Sep at 9:42

- 5.1p

This screenshot shows a Canvas assignment page for "5.1P - *In Person* Check-in 2 -Customized Drawing Program". The assignment is due on 6 Sep by 23:59, with 0 points available. It accepts file uploads in PDF and CS formats. A note states: "This assignment does not count toward the final grade. This is a misleading message automatically added by Canvas." Below the assignment title, there is a note: "Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas." It also includes links to "Deadline management tips" and "Academic integrity". A download link for "5.1P - In Person Check-in 2 - Drawing Program.pdf" is provided. The submission section shows it was submitted on 2 Sep at 15:32. The right sidebar contains comments and a demonstration link.

- 5.2P

This screenshot shows a Canvas assignment page for "5.2P - Case Study -- Iteration 3: Bags". The assignment is due on 6 Sep by 23:59, with 0 points available. It accepts file uploads in PDF and CS formats. A note states: "This assignment does not count toward the final grade. This is a misleading message automatically added by Canvas." Below the assignment title, there is a note: "Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas." It includes links to "Deadline management tips" and "Academic integrity". A video player shows a video titled "5.2P - Case Study - Iteration 3 - Bags.pdf" with a duration of 0:00 / 6:18. The submission section shows it was submitted on 6 Sep at 19:27. The right sidebar contains comments and a note about missing test cases.

- 5.3C

The screenshot shows a Canvas LMS page for the assignment "5.3C - Drawing Program – Saving and Loading with Customized Payload". The assignment is due on 6 Sep by 23:59, has 0 points, and allows a file upload. A video preview is available, and the file type is pdf and cs. The submission status is "Submitted!" on 4 Sep at 11:25. A download link for "5.3P.pdf" is provided. A note states: "Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas." Comments from Jenny Lai mention a submission acknowledgement and a note about new methods added.

- 6.1P

The screenshot shows a Canvas LMS page for the assignment "6.1P - Case Study - Iteration 4: Look Command with customization". The assignment is due on 20 Sep by 23:59, has 0 points, and allows a file upload. A file preview is available, and the file type is pdf and cs. A note states: "Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas." Comments from Jenny Lai mention a minor revision and a note about testing code against requirements. The page also features the School of Science, Computing and Engineering Technologies logo and an "Object Oriented Programming" section.

- 6.2P

The screenshot shows a Canvas assignment page for '6.2P - Key Object Oriented Concepts and Self-Reflection'. The assignment is due on 20 Sep by 23:59, with 0 points available. It allows submitting a file upload with PDF and CS file types. A note states: 'This assignment does not count toward the final grade.' Below the assignment details, there is a note: 'Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' A download link for '6.2P - Key Object Oriented Concepts.pdf' is provided. The right sidebar shows a submission history with one entry: 'Submitted! 20 Sep at 20:37' and a download link for 'WEEK6.pdf'. Comments indicate 'Submission acknowledgement for 6.2P.' and a timestamp 'Jenny Lai, 21 Sep at 12:37'.

- 7.1P

The screenshot shows a Canvas assignment page for '7.1P - Case Study - Iteration 5 - Console Application typing prior iterations'. The assignment is due on 4 Oct by 23:59, with 0 points available. It allows submitting a file upload with CS and PDF file types. A note states: 'This assignment does not count toward the final grade.' Below the assignment details, there is a note: 'Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.' A download link for '7.1P - Case Study - Iteration 5 - Tying it Together-1.pages.pdf' is provided. The right sidebar shows a submission history with one entry: 'Submitted! 24 Sep at 22:44' and a download link for 'iteration 5.pdf'. Comments indicate 'Submission acknowledgement for task 7.1C.' and a timestamp 'Jenny Lai, 30 Sep at 10:53'.

- 7.2C

This assignment does not count toward the final grade.

7.2C - Case Study – Advanced Iteration 6: Locations

Submission

- ✓ Submitted!
- 4 Oct at 22:04
- [Submission details](#)
- [Download final.pdf](#)

Comments:

MINOR REVISION:

- 1. Location doesn't implement `iHaveInventory`.
- 2. There is one requirement for this task that is not implemented as below:
This will change the look command to also include `look` to look at the player's location.
That means the `LookCommand` needs to be changed accordingly.

Jenny Lai, 14 Oct at 12:20

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[7.2C - Case Study - Iteration 6 - Locations.pages.pdf](#)

Minimise file preview

School of Science, Computing and Engineering Technologies
Object Oriented Programming
Credit Task 7.2: Case Study — Iteration 6: Locations
Overview
Object oriented programming makes best sense with larger programs. The case study will be

- 9.1P

This assignment does not count toward the final grade.

9.1P - *In Person* Check-in 3 - Case Study wrap up

Submission

- ✓ Submitted!
- 7 Oct at 15:06
- [Submission details](#)
- [Download 9.1P - In Person Check-in 3 - Case Study Answer Sheet.pdf](#)

Comments:

please scroll down in the last answer
Ved Jay Makhijani, 7 Oct at 15:06

Demonstrate 9.1 on week 10. This is just to acknowledge your demonstration. You have previous case study tasks that are not completed/acknowledged. It may not be counted as this task requires you "Complete tasks 2.4P, 4.2P, 5.2P, 6.1P, and 7.1P". Your portfolio will be assessed at the end of this semester.

Jenny Lai, 7 Oct at 16:10

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

This is the in-person check-in task. You must meet your tutor in person.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[9.1P - In Person Check-in 3 - Case Study-1.pages.pdf](#)

Minimise file preview

School of Science, Computing and Engineering Technologies
Object Oriented Programming
Pass Task 9.1: In Person Check-in 3 — Case Study
Overview

- 9.2C

Canvas - 9.2C - Case Study - Advanced Iteration 7: Paths

2024-HS2-COS20007-Object ... > Assignments
9.2C - Case Study - Advanced I...

2024 Semester 2

Home

This assignment does not count toward the final grade.

9.2C - Case Study - Advanced Iteration 7: Paths

New Attempt

Due 11 Oct by 23:59 Points 0 Submitting a file upload File types cs and pdf Available after 27 Sep at 1:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[9.2C - Case Study - Iteration 7 - Paths.pages.pdf](#)

Minimise file preview

Page 1 of 2 ZOOM +

School of Science, Computing and Engineering Technologies

Object Oriented Programming

Credit Task 9.2C: Case Study — Iteration 7: Paths

Overview

Object oriented programming makes best sense with larger programs. The case study will be

Submission

✓ Submitted!
11 Oct at 22:26
Submission details
[Download final-1.pdf](#)

Comments:

This iteration is ok, you can demonstrate this task either in the tutorials or help desk.

Jenny Lai, 14 Oct at 12:50
Demonstrated in week 12.

Jenny Lai, 21 Oct at 14:51

- 10.1C

Canvas - 10.1C - Case Study - Advanced Iteration 8 - Command Processor

2024-HS2-COS20007-Object ... > Assignments
10.1C - Case Study - Advanced...

2024 Semester 2

Home

This assignment does not count toward the final grade.

10.1C - Case Study - Advanced Iteration 8 - Command Processor

New Attempt

Due 18 Oct by 23:59 Points 0 Submitting a file upload File types cs and pdf Available after 3 Oct at 10:00

Note: ignore the text above saying that this assignment does not count towards the final grade. This is a misleading message automatically added by Canvas.

Please read the [Deadline management tips](#) and [Academic integrity](#).

[10.1C - Case Study - Iteration 8 - Command Processor.pages.pdf](#)

Minimise file preview

Page 1 of 2 ZOOM +

School of Science, Computing and Engineering Technologies

Object Oriented Programming

Credit Task 10.1C: Case Study — Iteration 8: Command Processor

Submission

✓ Submitted!
18 Oct at 0:08
Submission details
[Download week10sub.pdf](#)

Comments:

No comments

- **11.1P**

The screenshot shows a Canvas assignment page for the course 2024-HS2-COS20007-Object... under the assignments section. The assignment is titled "11.1P - Clock in Another Language with Practical Benchmarks". It has a due date of 25 Oct by 23:59, 0 points, and allows file uploads in PDF format. A note states, "This assignment does not count toward the final grade." A red "New Attempt" button is visible. On the right, there's a "Submission" panel showing it was submitted on 24 Oct at 19:52, with a link to "Submission details" and a download link for "final-2.pdf". Below the submission panel, a "Comments" section includes a note about memory usage and a revision history entry from Jenny Lai.

- **Appendix II:** A summary of task corrections. For each task, if you have made any amendments or corrections that have not been previously assessed by your tutor, please summarize these changes. If there are no corrections or updates, indicate that the task submission from previous weeks (up to Week 12) remains unchanged.
- **Task 1.2 - Message Class**
 - **Correction:** Inserted Message Class in the pdf
- **Task 2.3 - Parameter**
 - **Correction:** Updated parameters to align with function requirements, ensuring correct data types and parameter passing.
 - **Comments:** Fixed inconsistencies in parameter usage, which improved the code's reliability and functionality.
- **Task 2.4 - Lambda and Code Formatting**
 - **Correction:** Fixed lambda expressions and reorganized code to follow one-line style guidelines.
 - **Comments:** Enhanced readability and compliance with code standards by refactoring lambda functions and ensuring line-by-line clarity.
- **Task 3.2 - Questions 2, 6, 7, 8, and 9**
 - **Correction:** Addressed the issues in the logic and code structure for the specified questions.
 - **Comments:** Modified answer implementations to correct logic errors, ensuring each question's code met the intended functionality.
- **Task 3.3 - Constructor, AddShape, RemoveShape, Draw, Shape Color, and Shape Size**
 - **Correction:** Revised the constructor and methods for adding, removing, and drawing shapes, as well as for setting shape color and size.

- **Comments:** Corrected initialization and functionality for each method to ensure shapes are properly handled, displayed, and modified as required.
- **Task 4.1 - Line 64, Initialization, Step 26**
 - **Correction:** Fixed initialization issues at line 64 and refined the steps according to Step 26 requirements.
 - **Comments:** These changes enhanced the program's startup sequence and resolved errors related to variable initialization.
- **Task 4.2 - Inventory Test to Player Test**
 - **Correction:** Transferred inventory-related tests to be part of the PlayerTest class to align with project structure.
 - **Comments:** This restructuring allowed for more accurate testing within the player context, improving test coverage.
- **Task 5.2 - BagTest**
 - **Correction:** Resolved issues within the BagTest class to improve test reliability and validation for bag operations.
 - **Comments:** Adjusted test cases to ensure bags are handled correctly in various scenarios.
- **Task 6.1 - TestInvalidLook**
 - **Correction:** Added a test case to handle invalid look commands to improve error handling.
 - **Comments:** This test ensures that invalid look commands are properly managed, providing feedback or errors as needed.
- **Task 7.2 - IHaveInventory and LookCommand Changes**
 - **Correction:** Updated IHaveInventory interface and modified LookCommand to reflect new implementation details.
 - **Comments:** These changes improved the program's inventory handling and command structure, making the LookCommand more robust.
- **Task 11.1 - Measure Physical Memory**
 - **Correction:** Implemented functionality to measure physical memory usage, following the specified requirements.
 - **Comments:** This feature now accurately tracks memory usage, providing insights into resource management.
- **Appendix III:** A list of your up-to-date **corrected** task submissions in PDF format. These should reflect any changes mentioned in Appendix II. If your submission has already been assessed by your tutor on a weekly basis and there have been no changes, you do not need to resubmit the PDFs, as we already have them.
- **ANS : THE PDF'S HAVE BEEN INSERTED IN THE ZIP FILE**
- **Appendix IV:** The source code of all your previous task submissions in compressed zip format. Regardless of whether you made corrections or not, you must include all source code for your task submissions. Compress the source code into one or more zip files and submit them to Canvas along with your portfolio report. For example, the first .zip file can contain all the source code for the Hello-World program, The Counter, and Clock projects. The second .zip file should contain all the C# source code (.cs files) and test case implementations for your task submissions related to the Shape Drawing

project. Finally, the third .zip file should include all the C# source code (.cs files) and test case implementations for your task submissions related to the Swin-Adventure case study.

- **Appendix V.** If you repeatedly receive minor/major revision feedback after the T1-1 - Semester Test Fix and Resubmit, you can still resubmit your corrections in this appendix. You need to summarize how you addressed the feedback and submit your full test solution again. However, this will result in a mark deduction from your final grade.
- ANS. the feedback given to me in the test resubmit was highlighting different issues in my code , that were highlighted in the initial test comments , I have addressed all the comments and fixed the code and the uml accordingly. The updated code and answers are inserted in the folder named “Test”.

Remarks:

Failure to provide the source code for any task submission will result in that task not being assessed, even if the source code is printed and included in the PDF submission. The teaching team needs the source code to execute it and verify correctness. Additionally, the source code will be used for plagiarism detection and academic integrity checks.

Self-Assessment Statement

	Pass (D)	Credit (C)	Distinction (B)	High Distinction (A)
Self-Assessment		✓		

Minimum Pass Checklist

Included	
Learning Summary Report	✓
Test is Complete	✓
C# programs that demonstrate coverage of core concepts	✓
Explanation of OO principles	✓
All Pass Tasks are Complete	✓

Minimum Credit Checklist (in addition to Pass Checklist)

Included	
All Credit Tasks are Complete	✓

Minimum Distinction Checklist (in addition to Credit Checklist)

Included
Custom program meets Distinction criteria & Interview booked
Design report has UML diagrams and screenshots of program

Minimum Low-Band (80 – 89) High Distinction Checklist (in addition to Distinction Checklist)

Included
Custom project meets HD requirements

Minimum High-Band (90 – 100) High Distinction Checklist (in addition to Low-Band High Distinction Checklist)

Included
Research project meets requirements

Declaration

I declare that this portfolio is my individual work. I have not copied from any other student's work or from any other source except where due acknowledgment is made explicitly in the text, nor has any part of this submission been written for me by another person. Failure to meet this requirement will result in a failing grade for the unit.

Failure to provide the source code for any task submission will result in that task not being assessed, even if the task is included in PDF format.

Signature: Ved Jay Makhijani

Portfolio Overview

This portfolio includes work that demonstrates that I have achieved all Unit Learning Outcomes for COS20007 Unit Title to a **Credit** level.

I believe that a credit grade in the OOP unit is a fair reflection of my efforts and achievements throughout the course. Here are the main points supporting my case:

1. **Implementation of OOP Principles:** I have thoroughly learned and effectively implemented all fundamental Object-Oriented Programming principles, including encapsulation, inheritance, polymorphism, and abstraction. My understanding and application of these concepts were evident in my assignments and class activities.
2. **Distinction Project Plan:** I developed a comprehensive project plan for my distinction project, which demonstrated my ability to design and plan an advanced application using OOP principles. Unfortunately, I faced significant challenges related to API incompatibilities, which hindered my ability to fully realize the project. Despite these setbacks, my planning and preparation showcased my commitment to high standards in software development.
3. **Assessment Feedback:** During the assessment, I received an error from my tutor that had not been highlighted in previous classes. This lack of prior guidance impacted my performance on the test. Despite this setback, I believe my overall understanding of OOP concepts and my consistent participation in the unit warrant recognition.
4. **Completion Of Tasks:** I have Completed all the tasks for the Pass and Credit Tasks , The 3 Main Projects of these Unit i.e the Clock Task , The shape Drawing task and the Swinburne adventure game have been fully completed.

In conclusion, my solid grasp of OOP principles, my initiative in planning a distinction project, and my proactive approach to overcoming challenges merit a credit grade. I appreciate your consideration of my circumstances and the effort I have put into this unit.

Task Summary

To demonstrate my learning in this unit, I would like the following tasks to be considered part of my portfolio:

- 5.3C (Received Submission Acknowledgement)
- 11.1P (Received Minor Revision)
- 9.2C (Not graded by tutor, Was Submitted on time)

Reflection

The most important things I learnt:

[Think about topics covered, but also other general things you may have learnt. Think about what you have learnt in this subject, and reflect on what you think were key learning points, or incidents. Did you learn what you wanted/expected to learn?]

The things that helped me most were:

- W3schools.com
- Youtube.com
- Geeksforgeeks.com

I found the following topics particularly challenging:

- Privilege Escalation
- Making UML diagrams

I found the following topics particularly interesting:

- The C# language and OOP altogether.

I feel I learnt these topics, concepts, and/or tools really well:

- Abstraction
- Encapsulation
- Inheritance
- Polymorphism

I still need to work on the following areas:

- Design Pattern

My progress in this unit was ...:

Ans. My Progress in this unit was consistent , I lagged a bit in the beginning but I think I caught up in the end.

This unit will help me in the future:

Ans. The Weekly Assignment deadlines and Concepts of OOP and specially the oneliner assignment descriptions that I know how it is in Tech Jobs.

If I did this unit again I would do the following things differently:

Ans. Would learn C# before the semester began and take a course on different libraries of C#