COS20007

Object-Oriented Programming

Learning Summary Report

TRAN QUOC DUNG

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Self-Assessment Details

Update header with your name and ID. Then delete this box.

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

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

Self-Assessment Statement

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

Minimum Pass Checklist

	Included
All Credit Tasks are Complete on Doubtfire	

Minimum Credit Checklist (in addition to Pass Checklist)

	Included
Distinction tasks (other than Custom Program) are Complete	
Custom program meets Distinction criteria & Interview booked	
Design report has UML diagrams and screenshots of program	

Minimum Distinction Checklist (in addition to Credit Checklist)

	Included
HD Project included	
Custom project meets HD requirements	

Minimum High Distinction Checklist (in addition to Distinction Checklist)

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.

Signature: **Tran Quoc Dung**

Portfolio Overview

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

[Provide a justification for why you should receive this grade… Write this for the assessment panel – tell them why you should get this grade.

For Pass: you need to indicate how you have demonstrated all Unit Learning Outcomes to a minimal level.
For Credit: you need to indicate how you have demonstrated all Unit Learning Outcomes to a good level.
For Distinction: you need to indicate how you have been able to apply all of the Unit Learning Outcomes in achieving the distinction tasks.
For High Distinction: you need to indicate how you have been able to extend beyond the material presented in the unit.

In this section, refer to the tasks you have completed. These will be attached by Doubtfire after this summary. Do not try to demonstrate the outcomes here, this is just a summary.

Think of this like a cover letter to a job application – here it is a cover letter to your grade application.]

To achieve appropriate grade in this lecture, I have absorbed and completed all the knowledge that this course provides to students, such as writing codes for several fundamental tasks like building Swin-Adventure games, creating shapes with colors using Splash Kit libraries. From my perspective, I have fully completed all the Pass Tasks of the course on my own. Nevertheless, I haves tried to do the Credit and Distinct tasks to improve my grade, but then I realize those tasks are beyond my knowledge, which can be regarded as a warning to me that I am still need to be make more progress for myself soon, to prepare myself for the future jobs.

Reflection

The most important things I learnt:

At the beginning, before engaging myself in COS20007 lecture, which consists of knowledge related to Object-Oriented Programming (OOP), a new programming paradigm, I used to think that this course is only for many unique developers that follow a unique way of coding. In contrast, after a few weeks, my way of thinking about programming has changed so much about writing codes. To be clearer, the first week of the course is quite similar to other Computer Science courses, which convey to students about how to use fundamental C#. Nevertheless, the knowledge become more and more important by educating how to use C# to build up different classes (objects), which then assemble, then become a large program. After all these weeks, the course has totally changed my way of thinking about programming, about how a big program can be created with many different programming languages, by building small and small components and combine them together.

The things that helped me most were:

Personally, I think the most useful factor that help me the most in the course is not the knowledge or the tasks, but it is the dedication of our lecturer. Throughout the weeks of the course, there were so many obstacles that refrained me and my classmates from running the output of our code files smoothly, since we have not been familiar with C# that we were using at that time. However, the lecturer had understood us and tried to convey to us the knowledge again, come directly to our table and tell us things that we have not grasped completely. Whereby, all my code files in the portfolio have been completed successfully.

I found the following topics particularly challenging:

From my perspective, the Splash Kit tasks in the course is the most challenging obstacles that I must interact, since using functions from Designation Libraries is not one of my leverages. It is quite similar to the GOSU tasks that we had done in the COS10009 course last semester. Nevertheless, with the assistance from my lecturer and classmates, I have grasped the fundamental understanding of many functions in Splash-Kit libraries and completed all the tasks related.

I found the following topics particularly interesting:

In my opinion, after understanding this complete way of programming, I found all the lessons of the course intimidating to me. To elaborate, the courses has changed my way of thinking about programming and educates me about how a program is built. Just by creating small components, which are Classes in this course with many coding lines, and using Classes to build other Classes, in this course, I have successfully completed the game task of the course, which is Swin-Adventure.

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

Honestly, if I am focusing enough on what the lecturer provides to me, the total knowledge that the course contains is quite easy to understand, especially about the part that programmers build up many small components of a program, which is Classes in this paradigm.

I still need to work on the following areas:

As I mentioned before, the Splash-Kit tasks are still quite an obstacle to me, whereby exploring deeply more on this library is a suggested step.

My progress in this unit was …:

Honestly, understanding fundamental C# is not really difficult for me to tackle, since I have learned several programming languages before and the structure of these languages are quite the same, such as Python, C++, Ruby, Java, etc. Even though I have tried to study OOP once with Python before, I still struggled a little bit with dealing this paradigm with C#, since it does not have so many libraries function as Python, but then I still can followed the lecturer's demonstration, and successfully complete the portfolio.

This unit will help me in the future:

In my viewpoints, OOP is profoundly essential with every developer that writes code. I can help developers create many small factors, then all formed into a large program, or even creating each character in a game with different characteristics.

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

Honestly, I would tried to re-learn the Splash-Kit libraries more deeply if I had a chance to take the course again, since I believe this part can be really helpful for me in many designation future jobs.