



COS20007

Object-Oriented Programming

Learning Summary Report

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Self-Assessment Details

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 achieved 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.]

For the grade of mine 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 have 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:

First and foremost, before taking part in COS20007 lecture, which mainly educates students about Object-Oriented Programming (OOP) - a new programming paradigm, I believe that this only conveys to people that follow a unique way of programming, which can totally be replaced by others. Nevertheless, after studying for weeks, I have fully understood that this course has much more than what I thought. Throughout the first week, the course consisted of knowledge about how to use C# accurately, which is similar to other programming languages such as Python, C++, etc. Nevertheless, the course then focuses more on 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:

From my perspective, the factor that gave me assistance the most is not the lessons that the course includes, but it is the lecturer's dedication. Our lecturer is so kindly, enthusiastic, and always willing to help his students. During the classes, throughout the first weeks, I had so many things that I had not fully understand. Nevertheless, after asking the lecturer many times, I have grasp everything that I considered. He was also my inspiration to prove that by being confident enough to ask anything that we consider, we can totally achieve things that we desire. As a result, I have successfully completed all the portfolios given.

I found the following topics particularly challenging:

Personally, I think the part of the lecture that indicates Splash Kit is quite challenging, since it might not be easy for students to tackle with their fundamental understanding about C#, even if it does require OOP. I believe that to deal with this aspect, individuals need to deeply explore the Splash Kit libraries, understand every function that can be included and thereby grasping its utilizations.

I found the following topics particularly interesting:

From my perspective, after understanding this complete way of programming, I found all the lessons of the course intimidating to me. To elaborate, the course 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 complete the game task of the course, which is Swin Adventure.

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

To be honest, 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:

Since my Splash Kit part is kind of challenging to me as I mentioned before, I feel like I still need to put more emphasis on this factor. To elaborate, by focusing on using C# for creating Splash Kit elements, I can somehow think about creating a fundamental game with great designation, which can totally be helpful with many future jobs related to software technology.

My progress in this unit was:

From my perspective, it took me a quite short amount of time to be familiar to understand the fundamental parts of this C# programming language, even though I've learned OOP once with Python language on my online coding courses. Nevertheless, the knowledge included in this course becomes more and more advanced through weeks, when it deeply dives into OOP's utilization such as Splash Kit and game development, which is kind of new, but equivalently interesting to me. Whereby, the final weeks have some many obstacles to me to finish the portfolio, especially in these parts, even though I have done it.

This unit will help me in the future:

As I mentioned before, all the knowledge that included in this course has all helped me understand how C#, or other programming language is applied in a unique way of programming, which is OOP. By focusing on these parts with individuals' fundamental knowledge, people can achieve more opportunities of success in creating games, applications in their future life.

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

To be honest, I really think that the mistakes that I have made throughout the lecture is not exploring what will be taught in the next weeks, therefore I had not understood fully about the difficult, advanced parts that included in the course, and did not complete all the tasks smoothly such as Splash Kit tasks. Although I have completed those parts by means of the lecturer's assistance, I still need to take this lesson as my experience, to review the knowledge soon before really studying it with a view to easily grasping the lecture.