School of Science, Computing and Engineering Technologies

Object Oriented Programming

Pass Task 2.1: **In Person** Check-in 1 — Tools **Overview**

When learning something new, it is important to make sure you install and set up all required tools, frameworks, and libraries as soon as possible. In this task you will complete a short re- flection and demonstrate that you have the infrastructure required for this unit working.

# Purpose:

**Task:**

Demonstrate that you have successfully installed and set up all required tools, frameworks, and libraries required for COS20007.

Reflect on your prior experience programming, and get ready for COS20007.

# Noting that the task contains personalized requirement.

**Deadline:** Due by the end of week three, **Fri, 23 May 2025, 23:59 Hanoi Time**. **(Firmed)**

## Submission Details

All students have access to the Adobe Acrobat tools. Please print your solution to PDF and combine it with the screenshots taken for this task.

* A PDF document containing your written answers using the provided template.
* A screenshot showing that Visual Studio has been installed, and runs correctly.
* A screenshot showing that *SplashKit* has been installed, and runs correctly.
* A screenshot showing that you can successfully run a basic unit test.



**Note**: Once you have made a submission, this task requires you to have a discussion with your tutor in your lab or at the help desk before it can be signed off as Complete.

Object Oriented Programming Pass Task 2.1 - In Person Check-in 1 — Tools

**Instructions**

1. Install all tools, frameworks, and libraries required for COS20007. Your find guides for the environment setup for Windows and macOS on Canvas.
2. To run a basic NUnit test, follow the guide “Setup NUnit.pdf” on Canvas. It details the NUnit test setup for both Windows and macOS.
3. Take a screenshot showing that your installation of Visual Studio opens, and can run a program that contains a single call to ***Console.WriteLine*** on your system. **The console should display your name and student ID.**
4. Take a screenshot showing that the *SplashKit* test program (that opens a white window for a few seconds) runs correctly on your system. **You should demonstrate that you genuinely completed the task. For example, by showing your name or student ID in your working directory, terminal, class, or SplashKit window delays by the last three**

# digits of your student ID.

1. Take a screenshot showing that you can successfully run NUnit tests. **You should prove that you genuinely completed the task. For example, by showing your name or**

# student ID in the class, or through attributes or methods.

1. Download and open the answer sheet provided in the resources for this task.
2. Complete the answer sheet.
3. Once you have submitted the task to Canvas, see your tutor in your lab or at the help desk and demonstrate that you can run the tools required for COS20007.

## Assessment Criteria

Make sure that your task has the following in your submission:

* + The “Universal Task Requirements” (see Canvas) have been met.

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