



In this assignment you will use what you have learnt from the Random Shape Drawing programs to create a simple drawing program and write up a short report on your understanding of these principles. This will allow you to further explore the principles of Abstraction, Encapsulation, Inheritance, and Polymorphism.

**Due:** This assignment is due at the start of next week's lecture

Your aims while undertaking this assignment should be as follows:

1. To learn to program using C#, Java, or Objective C.
2. To learn to define and use interfaces.

Submitting this assignment on time will ensure that you get feedback on the following aspects:

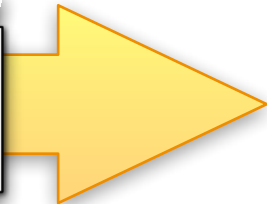
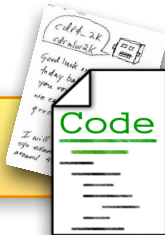
- ### 1. Implementation and use of interfaces.

The following resources are available to assist you in undertaking this task:

- Podcasts on iTunes:
  - 2006 - Module 4 - Interfaces
- Seitman (<http://seitman.cs.cmu.edu/>): The following articles relate to the object oriented principles of encapsulation and abstraction.
  - Drawing Example at [http://seitman.cs.cmu.edu/aes6/Obj\\_Oriented\\_Programming\\_-\\_Drawing\\_Example](http://seitman.cs.cmu.edu/aes6/Obj_Oriented_Programming_-_Drawing_Example)
  - Interfaces at [http://seitman.cs.cmu.edu/aes6/Obj\\_Oriented\\_Programming\\_-\\_Interfaces\\_and\\_Protocols](http://seitman.cs.cmu.edu/aes6/Obj_Oriented_Programming_-_Interfaces_and_Protocols)



## Core Tasks



Test covers the same material!



Lab 1, Lab 2, Lab...

