SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

9.1P - In Person Check-in 3 - Case Study

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9.1P: In Person Check-in 3 – Answer Sheet

1. What was the most challenging aspect of the case study tasks? Why?
   I think the mose challenging part of the recent case study tasks is the how to create the game objects and inventory system that work smoothly, especially the relationship between Player, Bag, Inventory and Item(s)

2. What is the most valuable thing you have learned in this unit so far?

   I think I have learned more about how to apply different principles and concepts of OOP to make the program becomes easier to read and understand, thus I will update, maintain and extend the program better in the future

3. What are some strategies for success you can start or continue using for the remainder of the semester and in future units?
   The concepts of OOP is very professional and useful in programming. I believe I have to follow these principles as much as I can, not only in future units, but also in future jobs to perform well.