SWINBURNE UNIVERSITY OF TECHNOLOGY

COS20007 OBJECT ORIENTED PROGRAMMING

5.1P - In Person Check-in 2 - Drawing Program

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5.1P: In Person Check-in 2 – Answer Sheet

1. What was the most challenging aspect of the drawing tasks? Why?
   I was familiar with a drawing library in the last period, Gosu - Ruby, which also helped me somewhat in recent tasks, so I think the difficult thing for me is to apply the OOP structure to these drawing tasks.

2. Review your answer to question 3 from check-in 1. Did you use any of the strategies you identified? How did they go?
   My main strategy is self-learing, and that seems to be very effective to help me complete the tasks.

3. What are some strategies for success you can start or continue using for the remainder of the semester?
   Personally, I think self-study is an effective method, not only in the exercises of this subject, but also with all other units of my undergraduate course.