

This document indicate for each exercise which learning outcomes are evaluated and how many percent of the final mark it represent.

# **EXERCISE 01**

### Learning outcomes:

- Capacity to create classes,
- Capacity to create abstract classes,
- Capacity to create methods with different parameters and return types and organize them into classes,

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• Using correct access level modifiers on methods (private/public/protected).

### **EXERCISE 02**

#### Learning outcomes:

- Capacity to create classes,
- Capacity to create methods with different parameters and return types and organize them into classes,
- Capacity to use inheritance between classes.

## **EXERCISE 03**

### Learning outcomes:

- Capacity to create classes,
- Capacity to create and use abstract classes,
- Capacity to create methods with different parameters and return types and organize them into classes,
- Capacity to use inheritance between classes.

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# **EXERCISE 04**

- Capacity to create methods with different parameters and return types and organize them into classes,
- Capacity to use inheritance between classes.

# **EXERCISE 05**

### Learning outcomes:

- Capacity to create non overridable/virtual methods,
- Capacity to create classes,
- Capacity to create and use abstract classes,
- Capacity to create methods with different parameters and return types and organize them into classes,
- Capacity to use inheritance between classes.

# **EXERCISE 06**

### Learning outcomes:

- Able to implement a factory design pattern
- Use of abstraction
- Manipulate string in a case-insensitive way

20%

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