



RESULT OF TRAINING ASSESSEMENT

TRAINING ASSESSMENT

Talent Identity

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Training Portfolio

No	Course	Date of Training	Class Type	Score
1	Java Springboot	29 November 2021 – 31 December 2021	Bootcamp Online	50.19

Java Springboot Course

Course Name	: Java Springboot
Date	: 29 November 2021 – 31 December 2021
Type	: Bootcamp Online
Batch	: 3
Instructor	: Tika Yesi Kristiani
Co-Instructor	: Doni Octavian
Test Validation Facilitator	: Muhamad Rifqi Ramadhan

The assessment of the Java Springboot course consists of three parts. They are assessment of technical ability, assessment of disciplinary aspect, and assessment of aspect of class participation.

Assessment of technical ability is obtained from each assignment or challenge given by the instructor to be done by trainees outside the training process hours. This assignment or challenge is given every time the instructor finishes discussing the sub-section of material in the syllabus.

Assessment of disciplinary aspects comes from absences. Attendance is done twice a day. Any delay will reduce the disciplinary points. The number of points that will be deducted from each delay depends on whether the trainee has given information to the instructor before the training process takes place and how long the delay will take.

Assessment of class participation aspects is the amount and weight of communication between trainees and instructors during the training process. Questions about the material presented, the ability to answer questions, the ability to present work results, complete the material information submitted by the trainer, correct and answer questions from other trainees are the determining factors for the points of class participation.

Assessment of Technical Ability - Challenge

Challenge/Task point :

	Challenge		
	Material :		
	Rule		
	Point	Description	
	5	Tidak tepat waktu	
	20	Tepat waktu	
	70	Code sesuai	
	10	Sesuai output code runner	
No	Challenge or Test Name	Description	Score
1	Menghitung Luas Lingkaran		100
2	Menghitung Luas dan Volume Balok		100
3	Menggunakan Penjumlahan Ganjil Genap		100
4	Faktor Bilangan		100
	Challenge		
	Material :		
	Rule		
	Point	Description	
	5	Tidak tepat waktu	
	20	Tepat waktu	
	15	Mengkombinasikan while dan for	
	15	Tidak memisahkan perulangan	
	40	Output req sesuai soal	
	10	Sesuai output code runner	
No	Challenge or Test Name	Description	Score
5	Cetak Bintang	Code melakukan pemisahan perulangan pada bintang kekanan dan kekiri	75
	Challenge		
	Material :		
	Rule		
	Point	Description	
	5	Tidak tepat waktu	
	20	Tepat waktu	
	60	Code sesuai	
	10	Code efisien	
	10	Sesuai output code runner	

No	Challenge or Test Name	Description	Score
6	Palyndrome	Code bisa diefisiensikan langsung menggunakan equals untuk mencetak boolean	100
7	Irisan	Belum Sesuai output code runner	90
8	Perkalian Sederhana		100
9	Angka Terbesar dan Terkecil	Code sudah sesuai hanya output tidak sesuai code runner	90
Challenge			
Material :			
Rule			
	Point	Description	
	10	Mengumpulkan tepat waktu	
	5	Mengumpulkan tidak tepat waktu	
	30	Fitur direction sesuai	
	10	Code efisien	
	50	Testing mengcover seluruh code dan memiliki negative serta positive test case	
	25	Testing blm mengcover seluruh code termasuk blm adanya negative atau positif testcase	
10	TDD	Testing blm mengcover seluruh code termasuk blm adanya negative atau positif testcase	75
Challenge			
Material :			
Rule			
	Point	Description	
	10	Mengumpulkan tepat waktu	
	5	Mengumpulkan tidak tepat waktu	
	5	Membuat validasi pada saat add friend atau get mutual friend	
	5	Code Efisien	
	40	Dapat menemukan mutual friend	
	10	Sudah membuat mutual friend namun hasil tidak sesuai	
	20	Dapat melakukan add friend	
	20	Dapat membuat object person	
	0	Code tidak selesai	
11	Robot Version II		100
Challenge			
Material :			
Rule			
	Point	Description	
	10	Mengumpulkan tepat waktu	
	5	Mengumpulkan tidak tepat waktu	
	5	Membuat validasi pada saat add friend atau get mutual friend	

	5	Code Efisien	
	40	Dapat menemukan mutual friend	
	10	Sudah membuat mutual friend namun hasil tidak sesuai	
	20	Dapat melakukan add friend	
	20	Dapat membuat object person	
	0	Code tidak selesai	
12	Mutual Friends	Code belum dapat menemukan mutual friend	50

Total Score of Challenge	1080
Number of Challenge	12
Average Score of Challenge	90.00

Assessment of Technical Ability – Live Code

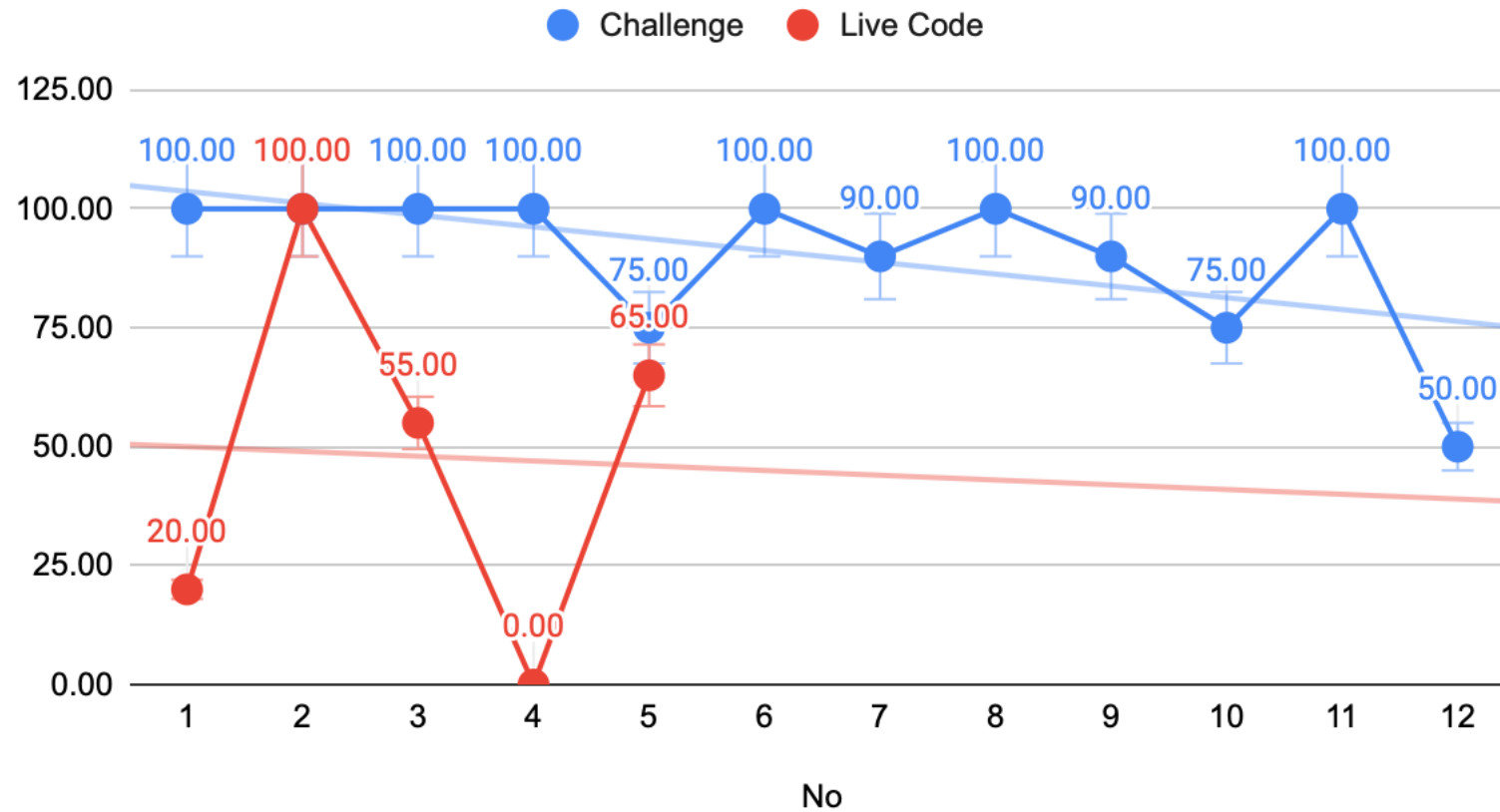
Live Code point :

Challenge			
Material :			
Rule			
	Point	Description	
	5	Tidak tepat waktu	
	20	Tepat waktu	
	70	Code sesuai	
	10	Sesuai output code runner	
No	Challenge or Test Name	Description	Score
1	Menggunakan if else	Tidak ada code yang disubmit, submit 2x	20
2	Submission Time	Seharusnya bisa disederhanakan lagi menggunakan logical operator	100
3	Jam Belajar	Code dan output belum sesuai	55
4	Menggunakan Switch	Tidak ada code yang disubmit	0
Elimination Test			
Material :			
Rule			
	Point	Description	
	10	Membuat pemisahan class termasuk abstract, interface sesuai requirement soal	
	20	Dapat menambahkan book baik novel ataupun majalah dengan baik dengan inputan	
	10	Dapat menambahkan book berupa novel atau majalah namun belum sempurna (Hanya methodnya saja)	
	10	Mendapatkan get list allbook	
	5	Mendapatkan get list book dengan baik tapi hanya methodnya	
	20	Dapat melakukan search book by title	
	5	Menggunakan abstract get title pada book sebagai search by title book	
	15	Berhasil melakukan search book by title tapi hanya methodnya saja	
	20	Berhasil melakukan semua operasi menggunakan menu	
	10	Berhasil menggunakan menu namun hanya beberapa operasi	
	10	Penulisan class, variable dan method sesuai dengan naming convention yang diajarkan	
	5	Terdapat validasi disetiap proses	
No	Challenge or Test Name	Description	Score
1	Enigpus	Search kurang tepat namun sudah membuat method, pemisahan class belum sesuai requirement	62.50
Remedial			

	Get list electronic, seacrh belum berjalan dengan baik dan tidak ada validasi	72.50
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Total Score of Live Code	240
Number of Live Code	5
Average Score of Live Code	48.00

Challenge and Live Code



Assessment of Group Challenge

	Group Challenge		
	Material : GIT		
	Teamates :		
	1	Bambang Kusnendi	
	2	Hadiyan Kundrat Putra	
	3	Novraina Surya Illahi Pahlevi	
	Rule		
	Point	Description	
	5	Mengumpulkan tepat waktu	
	5	Mempresentasika tugas team dengan baik	
	10	Kerjasama team baik	
	40	Kolaborasi GIT baik	
	20	Kolaborasi GIT tidak berjalan dengan baik	
	30	Code selesai dan efisien	
	20	Code selesai namun kurang efisien	
	15	Code efisien namun belum selesai	
	10	Code kurang efisien dan belum selesai	
	10	Membuat unit testing	
No	Challenge or Test Name	Description	Score
1	Kolaborasi 1	Kurang menambahkan id di table store product, jadi useless	90
	Group Challenge		
	Material : Normalisasi		
	Teamates :		
	1	Azzahra Dinda Shafira	
	2	Fadhil Andriawan	
	3	Muhammad Perdiansyah	
No	Challenge or Test Name	Description	Score
2	Kolaborasi 2	Pada design tersebut, diindikasi report akan menarik data product price yang akan ikut terupdate ketika terjadi perubahan data product	95

Assessment of Disciplinary Aspect

Legend

Color	Description	Point
	On Time	1
	10 minutes or under 10 minutes late	0.75
	More than 10 minutes late with informations before start training	0.5
	More than 10 minutes late without any informations before start training	0.25
	Not Present	0

Assessment

Date	Morning (before class starts)	After lunch break	Point
29 Nov 2021			2.00
30 Nov 2021			2.00
1 Dec 2021			1.50
2 Dec 2021			2.00
3 Dec 2021			2.00
4 Dec 2021			0.00
6 Dec 2021			2.00
7 Dec 2021			2.00
8 Dec 2021			2.00
9 Dec 2021			1.00
10 Dec 2021			1.00
11 Dec 2021			1.00
13 Dec 2021			2.00
14 Dec 2021			2.00
15 Dec 2021			2.00
16 Dec 2021			2.00
17 Dec 2021			2.00
18 Dec 2021			1.00
20 Dec 2021			2.00
21 Dec 2021			2.00
22 Dec 2021			2.00
23 Dec 2021			2.00
24 Dec 2021			2.00
27 Dec 2021			2.00
28 Dec 2021			2.00
29 Dec 2021			1.00

Date	Morning (before class starts)	After lunch break	Point
30 Dec 2021			2.00
31 Dec 2021			1.00

Total Point	47.50
Score (Total Point / 51) * 100	93.14

Assessment of Aspect of Class Participation

Legend

Color	Description	Point
	Asking questions according to the material to the instructor	1
	Answering questions raised by the instructor (appointed)	2
	Answering questions asked by the instructor (without being appointed)	3
	Answer questions raised by fellow trainees	4
	Presenting assignments given by the instructor	5
	Improve or add to the instructor's explanation of the material presented	6

Assessment

Date	Description							Score
29 Nov 2021		2						2
30 Nov 2021		1				1		6
1 Dec 2021		2						2
2 Dec 2021		1						1
3 Dec 2021		2		3		1		16
4 Dec 2021								
6 Dec 2021		1				1		6
7 Dec 2021				2				6
8 Dec 2021								
9 Dec 2021								
10 Dec 2021								
11 Dec 2021								
13 Dec 2021		3		4				15
14 Dec 2021		3		1				6
15 Dec 2021				1				3
16 Dec 2021		1		1	1			8
17 Dec 2021		3			1			7
18 Dec 2021		1		1				4
20 Dec 2021		5		1				8
21 Dec 2021		2		1				5
22 Dec 2021			2					4
23 Dec 2021								
24 Dec 2021					1			4
27 Dec 2021								
28 Dec 2021								
29 Dec 2021								
30 Dec 2021								
31 Dec 2021								
Total Score								103
Category								Very Active

0 – 61 : Less Active; 62 – 123 : Active; 124 – 184 : Very Active

Assessment of Final Project

Assessor : 1.

2.

Teammate : 1.

2.

Group						
Item	Detail Item	Weight	Score 1	Score 2	Avg Score	Final Score
Product	Source Code API Service minimum unit testing coverage area 60%	45%	0	0	0.00	0.00
	Service Documentation on Swagger	10%	0	0	0.00	
	Git	10%	0	0	0.00	
	ERD Database Diagram	15%	0	0	0.00	
	Process Business Document	10%	0	0	0.00	
	Application Features Document	10%	0	0	0.00	
Process	SDLC Process (SCRUM Framework) on Trello		0	0	0.00	0.00
Individu						
Item	Detail Item	Weight	Score 1	Score 2	Avg Score	Final Score
Presentation	Interactive	33.33%	0	0	0.00	0.00
	Mastery of Material	33.33%	0	0	0.00	
	English	33.33%	0	0	0.00	
Final Score						0.00

Course Summary Assessment

Item	Weight	Score Before Elimination	Score After Elimination	Final Score
Challenge and Task	10%		90.00	9.00
Live Code and Elimination Test	20%		48.00	9.60
Group Challenge	15%		92.50	13.88
Attendance	10%		93.14	9.31
Class Participation	15%		55.98	8.40
Final Project	30%		0.00	0.00
Final Score				50.19