**Evidence Gathering Document for SQA Level 8 Professional Developer Award.**

This document is designed for you to present your screenshots and diagrams relevant to the PDA and to also give a short description of what you are showing to clarify understanding for the assessor.

Each point that required details the Assessment Criteria (What you have to show) along with a brief description of the kind of things you should be showing. 

Please fill in each point with screenshot or diagram and description of what you are showing.

**Week 2**

|  |  |  |  |
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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.5 | Demonstrate the use of an array in a program. Take screenshots of:  \*An array in a program  \*A function that uses the array  \*The result of the function running | |
|  |  | **Description:** | |

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|  |
| **Here we define a function order\_numbers, which takes in a variable and will carry out a sorting method to rearrange the elements of the array to be ascending. (This was created in the Test class)** |
|  |
| **Here we test the function order\_numbers on the testarray [2,5,3,4]. The function should rearrange testarray’s order to be [2,3,4,5]** |
|  |
| **From the terminal output we can see the assertion has passed and the function operates as expected.** |

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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.6 | Demonstrate the use of a hash in a program. Take screenshots of:  \*A hash in a program  \*A function that uses the hash  \*The result of the function running | |
|  |  | **Description:** | |

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|  |
| **This is the basic array of customers. It contains 2 entries of hashes** |
|  |
| **This is the function “remove\_customer\_cash” it takes 2 arguments, person and cost. The 2nd line of code sets a variable “sum\_to\_remove” equal to the negative of the variable cost. The 3rd line of code returns the entry in @customers which matches the specified “person”. It then updates the :cash key by removing the cost value(sum\_to\_remove)** |
|  |
| **This shows the test function for remove\_customer\_cash. When we input a cost of 100 the customer’s cash should reduce from 1000 to 900. As you can see from the terminal image this assertion comes back true.** |

**Week 3**

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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.3 | Demonstrate searching data in a program. Take screenshots of:  \*Function that searches data  \*The result of the function running | |
|  |  | **Description:** | |

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|  |
| **This is a find function defined within the Hero class of a website. It takes all the information for the database on a particular hero where the id matches the search id.** |
|  |
| **This is where the viewer calls on the find function to display a page for a specific hero(id).** |
|  |
| **This is the output of the view page, it displays all the information on the hero with id 2.** |

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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.4 | Demonstrate sorting data in a program. Take screenshots of:  \*Function that sorts data  \*The result of the function running | |
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**Week 5 and 6**

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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.1 | A Use Case Diagram | |
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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.2 | A Class Diagram | |
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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.3 | An Object Diagram | |
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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.4 | An Activity Diagram | |
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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.6 | Produce an Implementations Constraints plan detailing the following factors:  \*Hardware and software platforms  \*Performance requirements  \*Persistent storage and transactions  \*Usability  \*Budgets  \*Time | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.5 | User Site Map | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.6 | 2 Wireframe Diagrams | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.10 | Example of Pseudocode used for a method | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.13 | Show user input being processed according to design requirements. Take a screenshot of:  \* The user inputting something into your program  \* The user input being saved or used in some way | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.14 | Show an interaction with data persistence. Take a screenshot of:  \* Data being inputted into your program  \* Confirmation of the data being saved | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.15 | Show the correct output of results and feedback to user. Take a screenshot of:  \* The user requesting information or an action to be performed  \* The user request being processed correctly and demonstrated in the program | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.11 | Take a screenshot of one of your projects where you have worked alone and attach the Github link. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.12 | Take screenshots or photos of your planning and the different stages of development to show changes. | |
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**Week 7**

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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.16 | Show an API being used within your program. Take a screenshot of:  \* The code that uses or implements the API  \* The API being used by the program whilst running | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.18 | Demonstrate testing in your program. Take screenshots of:  \* Example of test code  \* The test code failing to pass  \* Example of the test code once errors have been corrected  \* The test code passing | |
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| **Initial Code** | **Finished Code** |

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|  |
| **Running spec file, no assertions** |
|  |
| **checkforace true failing** |
|  |
| **checkforace true passing** |
|  |
| **checkforace false passing** |
|  |
| **checkhighest where card1 is higher failing** |
|  |
| **checkhighest where card1 is higher passing** |
|  |
| **checkhighest where card2 is higher passing** |
|  |
| **checkhighest where card1 equals card2 passing** |
|  |
| **cardstotal on an array of 2 cards failing** |
|  |
| **cardstotal on an array of 2 cards passing** |
|  |
| **cardstotal on an empty array passing** |

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| **Final testing spec code (page1)** | **Final testing spec code (page2)** |

**Week 9**

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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.1 | Take a screenshot of the contributor’s page on Github from your group project to show the team you worked with. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.2 | Take a screenshot of the project brief from your group project. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.3 | Provide a screenshot of the planning you completed during your group project, e.g. Trello MOSCOW board. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.4 | Write an acceptance criteria and test plan. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.7 | Produce two system interaction diagrams (sequence and/or collaboration diagrams). | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.8 | Produce two object diagrams. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.17 | Produce a bug tracking report | |
|  |  | **Description:** | |

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**Week 12**

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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.7 | The use of Polymorphism in a program and what it is doing. | |
|  |  | **Description**: | |

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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.5 | An Inheritance Diagram | |
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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.1 | The use of Encapsulation in a program and what it is doing. | |
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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.2 | Take a screenshot of the use of Inheritance in a program. Take screenshots of:  \*A Class  \*A Class that inherits from the previous class  \*An Object in the inherited class  \*A Method that uses the information inherited from another class. | |
|  |  | **Description:** | |

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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.9 | Select two algorithms you have written (NOT the group project). Take a screenshot of each and write a short statement on why you have chosen to use those algorithms. | |
|  |  | **Description:** | |

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