

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

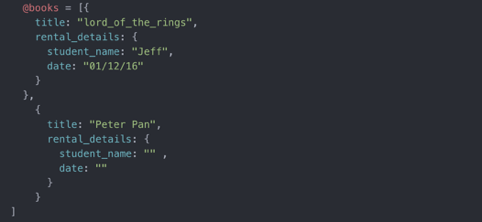
This document is designed for you to present your screenshots and diagrams relevant to the PDA and to also give a short description of what you are showing to clarify understanding for the assessor.

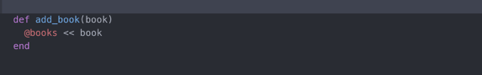
Please fill in each point with screenshot or diagram and description of what you are showing.

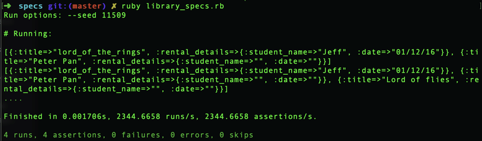
Each point requires details that cover each element of the Assessment Criteria, along with a brief description of the kind of things you should be showing.

**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:** The Function in the second screenshot add a new book to the array of hashes using a shovel operator . | |

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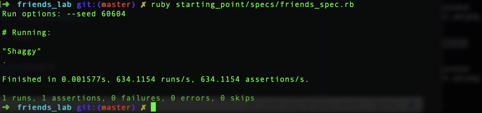
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| **Unit** | **Ref** | **Evidence** |  |
| **I&T** | I.T.6 | Demonstrate the use of a hash in a program. Take screenshots of:  \*A hash in a program  \*A function that uses the hash  \*The result of the function running | |
|  |  | **Description: The Function get\_tv\_show prints in the output the favourite tv show for a give person.** | |

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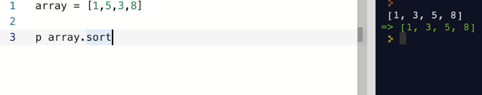
**Week 3**

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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:** The method list\_all called on Album does an sql query on a database and return all the  Albums presents on the table | |

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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 | |
|  |  | **Description:** I have called the method sort on the array and the number not previously in order are in order on the output | |

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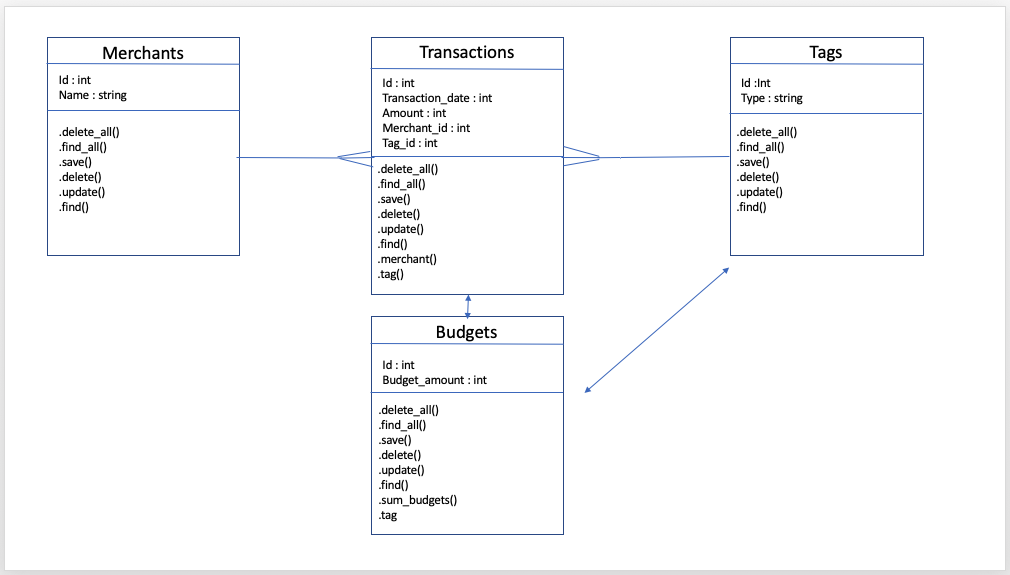
**Week 5 and 6**

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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.1 | A Use Case Diagram | |
|  |  | **Description:** | |

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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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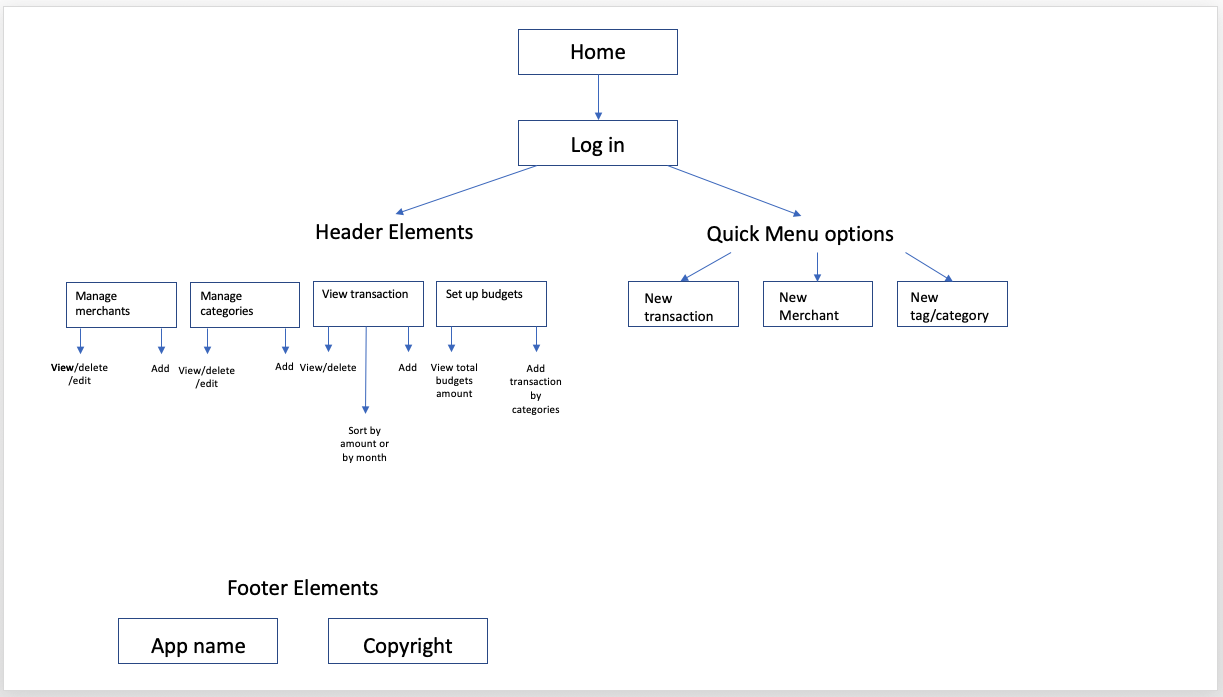
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| **Unit** | **Ref** | **Evidence** |  |
| **A&D** | A.D.6 | Produce an Implementations Constraints plan detailing the following factors:  \*Hardware and software platforms  \*Performance requirements  \*Persistent storage and transactions  \*Usability  \*Budgets  \*Time | |
|  |  | **Description:** | |

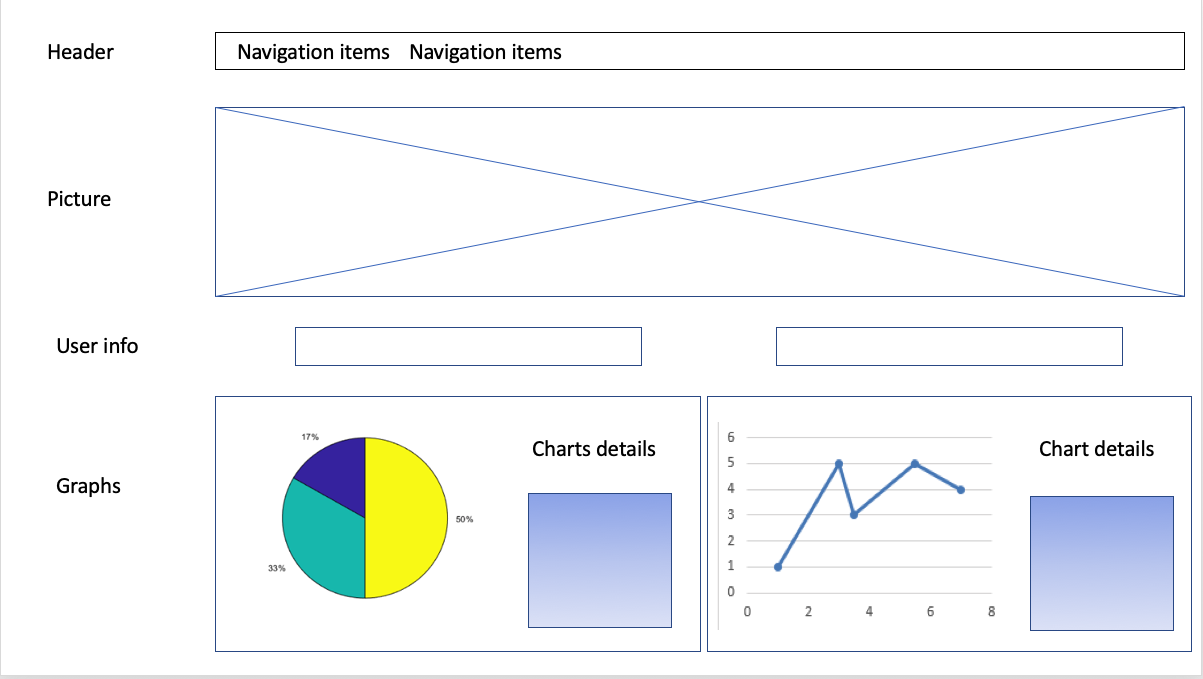
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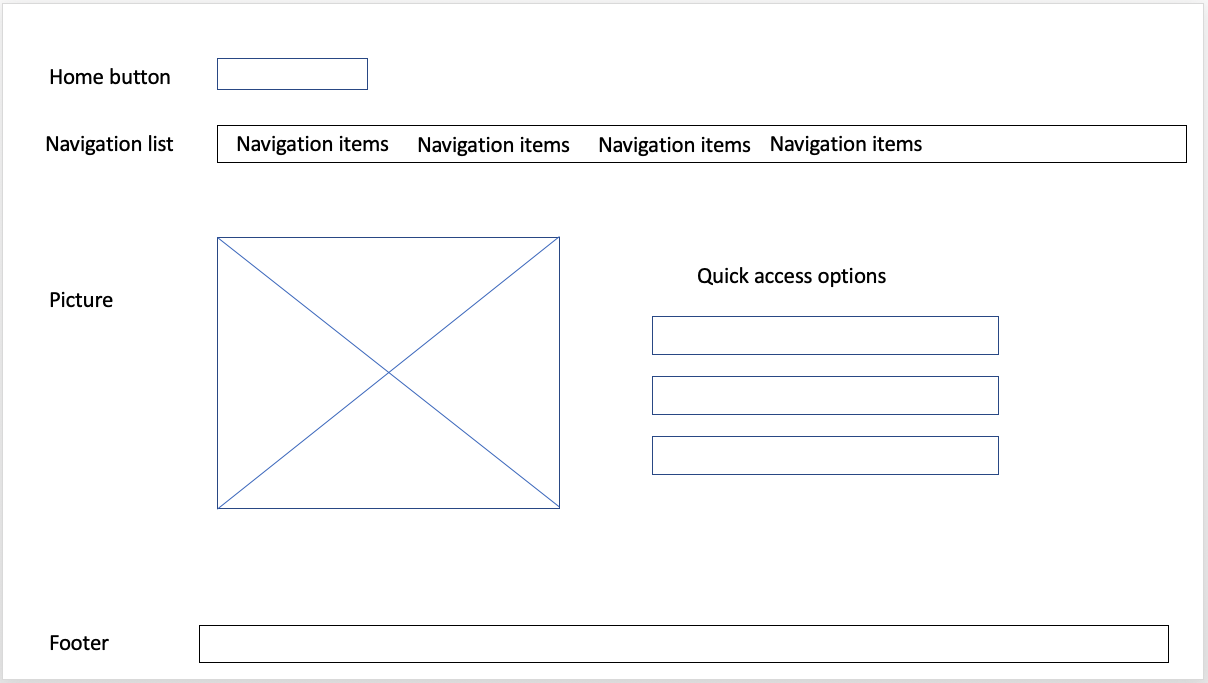
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.5 | User Site Map | |
|  |  | **Description:** | |

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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 | |
|  |  | **Description:** | |

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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. | |
|  |  | **Description: A Ruby web application for users to motor their expense and set up budget for particular categories. Built using RESTful API in Ruby, Sinatra and SQL** | |

**MONEY-TRACKER**

**https://github.com/Davide1988/money\_tracker\_Project**

**Description here**

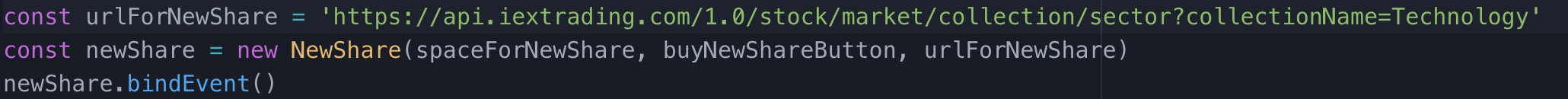
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.12 | Take screenshots or photos of your planning and the different stages of development to show changes. | |
|  |  | **Description:** | |

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**Week 7**

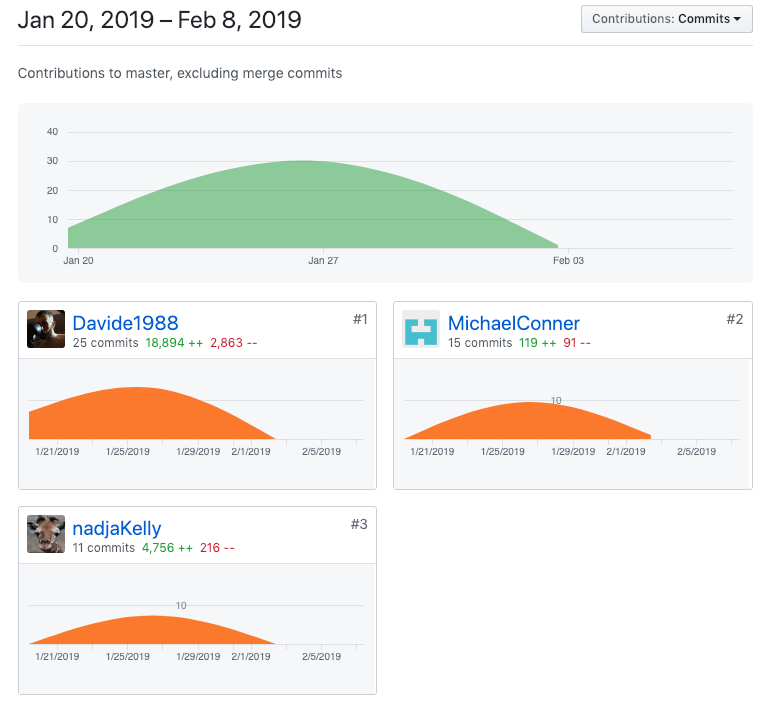
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.16 | Show an API being used within your program. Take a screenshot of:  \* The code that uses or implements the API  \* The API being used by the program whilst running | |
|  |  | **Description:** | |

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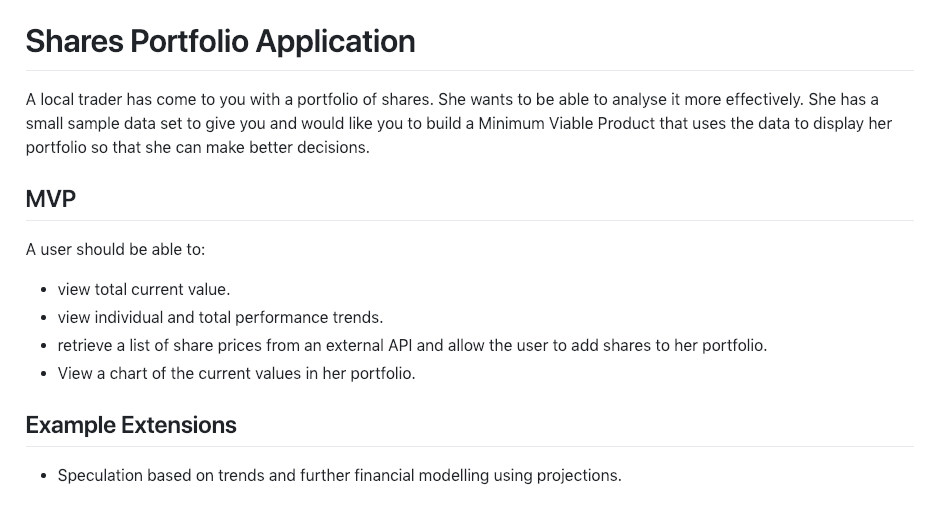
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| **Unit** | **Ref** | **Evidence** |  |
| **P** | P.18 | Demonstrate testing in your program. Take screenshots of:  \* Example of test code  \* The test code failing to pass  \* Example of the test code once errors have been corrected  \* The test code passing | |
|  |  | **Description:** | |

**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. | |
|  |  | **Description:** | |

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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 | |
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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. | |
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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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