061006T4ICT

ICT TECHNICIAN LEVEL 6

IT/OS/ICT/CR/11/6

MOBILE APPLICATION DEVELOPMENT

NOV /DEC 2023

TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION COUNCIL (TVET CDACC)
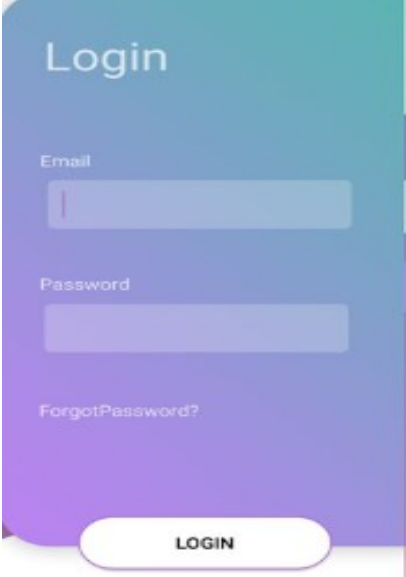
PRACTICAL OBSERVATION CHECKLIST

INSTRUCTIONS TO ASSESOR

1. You are required to mark the practical as the candidate performs the task.
2. You are required to collect evidence i.e., CD/DVD, printouts
3. Allocate **10 Minutes** for the candidate to identify and confirm the availability of the resources.
4. Candidate to perform the task as per the requirements of given.

OBSERVATION CHECKLIST

Candidate's name & Registration No.	
Assessor's name & Reg. code	
Unit(s) of Competency	**MOBILE APPLICATION DEVELOPMENT**
Venue of Assessment	
Date of assessment	

(Indicate the marks available and marks obtained respectively. Award marks appropriately as guided for in the items for evaluation indicated. Give a brief comment where necessary)

Items to be evaluated:	Marks Allocated	Marks Obtained	Comments
Task 1 – designing the user interface (UI) for the login screen of an e-learning mobile application			
1. Created a folder *(Award 1 mark or 0 if no folder)*	**1**		
2. i) an android studio project saved as *e-learning_platform* is available ii) The minimum SDK version is set to API23: Android 6.0(Marshmallow) iii) The project location is set to the *CDACC Practical* folder (confirm from the *project_infor* screenshot) *(Award 1 mark for each subtask achieved correctly)*	**3**		
3. An activity named *login_screen is available* *(Award 2 mark or 0)*	**2**		
4. The design appears as below	**4**		

- One text view for email
- One text view for password
- A login button

(Award 1 mark for each element and 1 mark for design similar to that)

5. The following properties are set for the three components
   i) The layout_width - *match_parent*
   ii) The layout_height - *wrap_content*
   iii) The id:-
      • emailtxt for the email text view
      • Passtxt for the password textview
      • Loginbtn for the login button
 	
(Award 3 marks for any 3 correct properties for components or zero)
	9			

6. An activity named user_*screen* is created *(Award 2 marks or zero)*	**2**			
7. A label on the *user_screen* activity with the message '***You have successfully logged in***' is available *(Award 2 marks if the label is present and correctly labelled)*	**2**			

8. *user_screen* activity xml file has a correctly written intent tag *(Award 2 marks or zero)*	**2**		
Task 2 – developing a program for the *login_screen* and *user_screen* activities			
9. correctly initialized variables • password and email textviews • login button *(Award 1 mark for each correctly initialized variable or zero)*	**6**		
10. each variable is linked with the corresponding element *(Award 1 mark for each correctly linked variable or zero)*	**3**		
11. the password meets all the requirements • Minimum of 8 characters • Must have at least one uppercase letter • Must have at least one special character *(Award 1 mark for each correct requirement or zero)*	**3**		
12. Correctly linked *user_screen* and the *login_screen* activities*"* *(Award 6 marks)*	**6**		
13. A debbugable APK that can be installed and run in an android device is available *(Award 3 marks)*	**3**		
14. CD/DVD with the project and files *(Award 1 mark or zero)*	**1**		
15. Printouts for the following files are available • *Main_activity* file • *Login_screen* xml file • *Project_infor* document and a screenshot of the the login screen as viewed on the emulator	**3**		

(Award 2 marks)			
TOTAL	**50**		

ASSESSMENT OUTCOME

The candidate was found to be:

Competent ☐　　　Not yet competent ☐

(Please tick as appropriate)

(The candidate is competent if he/she gets 60% or higher of the items of evaluation correct)

Feedback to candidate:

Feedback from candidate:

Candidate's Signature　　　　　　　**Date**

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Assessor's Signature　　　　　　　**Date**

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