T Level Technical Qualification in Digital: Digital Production, Design and Development

Additional Sample Assessment Material

Component: Employer Set Project

This booklet contains material for the completion of the set task under supervised conditions.

This booklet is specific to each series and this material must only be issued to students who have been entered to undertake the task in the relevant series.

This booklet must be kept securely until the start of the timetabled assessment.

Level

3

Total Marks

21

Controlled hours

3

Task 2
Identifying and fixing defects in an existing code



Instructions for students

You must complete ALL parts of the activity within the assessment.

The task must be undertaken at the time and date specified by Pearson.

You will be given 3 hours for producing the outcomes for this task.

Your centre will advise you of when supervised breaks have been scheduled.

The task must be completed under supervised conditions.

You are not permitted access to the internet during this task.

You are permitted to use **offline** versions of relevant software to produce evidence for this task.

Files provided for use during this activity:

- Task 2_Test_Log_Template.doc
- Task2_NonWorkingCode.txt

Your work and any material provided must be kept securely at all times.

Set Task Brief

You are a member of the programming team that is developing a program to meet the requirements in the Set Task Information.

Your manager has asked you to look at some code that a Junior Software Developer has produced but is not yet functional. The code that is not yet functioning is provided for you in the file *Task2_NonWorkingCode.txt*.

The code should meet the requirements in the Set Task Information.

Activity

You will need to use:

- the information provided in the Set Task Information
- the non-functioning code provided in the file Task2_NonWorkingCode.txt.

You must

- produce and apply a test plan to identify the defects that are preventing the program code in the file *Task2_NonWorkingCode.txt* from functioning.
- apply a solution to fix the defects in the program code provided
- document the process that you followed to fix the code.

When applying a solution to fix the defects you must:

- ensure the code meets the requirements in the Set Task Information
- use Python 3 programming language
- follow accepted programming conventions
- test your solution to ensure that it functions as expected.

Two files are provided for use during this activity:

- Task 2_Test_Log_Template.doc
- Task2_NonWorkingCode.txt

[21 Marks]

Outcomes for submission

Save your code as PDF files and as .txt files.

Save your testing document as a PDF file.

All files should be saved in your folder for submission

Use this naming convention:

Task2code [doc #] [Registration number] [surname] [first letter of first name]

Task2_Test_Log_[Registration number #]_[surname]_[first letter of first name]

Set Task Information

Qwik Travel LTD has provided you with this information to develop your program.

Requirements

You need to create a program which will be part of a hotel booking system.

The program must allow the user enter this information:

- customer personal details:
 - o name
 - address
 - phone number
 - o email
- booking details:
 - o their choice of one of three hotel locations
 - date of arrival
 - o number of nights stay required
 - o number of people
 - o if breakfast is required

The program should then provide the user with a personalized receipt that shows:

- customer details
- booking details
- itemised costs
- the subtotal for the booking
- any discounts applied
- total cost (after discounts)

The program should output the personalised receipt to the screen and to a .txt file.

Values should be formatted as currency (GBP) to 2 decimal places.

The program should be able to handle user errors.

Costs and Discounts

Costs	Information
Room	£45.00 per person per night
Breakfast	£8.75 per person per night
Discount offered	Information
Discount 1	5% if returning customer
Discount 2	7.5% if stay is 10 nights or more