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| **Section 1 – General Assessment Information** | |
| **Decision Making Rules** | Every task must be completed satisfactorily to be assessed as competent in the unit.  *\* For graded units, competence must be demonstrated before a mark can be given.* |
| **Reasonable Adjustment** | Students may request reasonable adjustment for assessment tasks.  Reasonable adjustment usually involves varying:   * the processes for conducting the assessment (eg: allowing additional time, varying the venue) * the evidence gathering techniques (eg: oral rather than written questioning, use of a scribe, modifications to equipment)   However, the evidence collected must allow the student to demonstrate all requirements of the unit. |
| **Special Consideration** | Students can apply for Special Consideration where personal circumstances have adversely affected their task result or ability to undertake an assessment. A Special Consideration form can be completed prior to, but no later than 3 days after, the date of the assessment and submitted to the relevant Manager. |
| **Re-submission** *(where tasks are not satisfactorily completed)* | Assessment tasks that are not satisfactory can be resubmitted up until the end of the unit as scheduled on the Unit Outline. The timing on this may depend on the equipment required for this assessment task.  **NOTE**: Assessment tasks submitted for the first time after the end of the unit as scheduled on the Unit Outline will not be assessed and student should be told to re-enrol in the unit. |
| **Plagiarism** | There are serious penalties for plagiarism. Students must ensure that all assessments are their own work (or group work).  Please refer to <https://www.swinburne.edu.au/current-students/manage-course/exams-results-assessment/plagiarism-academic-integrity/> |

| **Section 2 – Student and Assessor Instructions** | |
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| **Conditions** | *Must be completed in class within a given three hour time limit* |
| **Task Overview and/or Description** | ****You must to complete a C# console program.********The specifications for the program can be found in VendingMachine.zip**** Part of the system has already been written. You must update this to comply with the Vending Machine specs. Find the partial system at:  https://github.com/ubkychin/VendingMachineChallenge2019.git  The program should have a menu driven system for user interaction.  Submissions must include:   1. The source code for the program - zip 2. Marking Guide (below)      * Code must adhere to acceptable coding standards.  <https://msdn.microsoft.com/en-us/library/ff926074.aspx> |
| **How the Assessment will be Conducted** | *Must be completed in class within a given three hour time limit* |
| **Submission Details** | 1. The source code for the program – zip 2. Marking Guide - below |

| **Section 3 – Assessment Criteria (Evidence to be Provided by the Student)** |
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| All of the required evidence within the task listed below must be satisfactorily demonstrated for the task to be assessed as satisfactory.  \* For graded units, the task must be satisfactorily completed before marks will be allocated. |

***Notes for the teacher***

*List in the Required Evidence column below all aspects of the task that are required to be demonstrated by the student for satisfactory completion of the task.*

*Name:Kael Aden Roy van Breda-Foxwell*

*Student ID:102675853*

*Date:2019 06 20*

*Time:8:45pm*

| **Marking Guide** | | | | |
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| **Required Evidence** | | **Satisfactory** | **Not Submitted** | **Unsatisfactory** |
| **1** | Clothing class completed |  |  |  |
| **2** | Create new clothing |  |  |  |
| **3** | Create multiple new clothing |  |  |  |
| **4** | Clothing added to list |  |  |  |
| **5** | Calculate total cost of items and compare to budget |  |  |  |
| **6** | Code meets prescribed coding standards |  |  |  |

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| **Feedback to Student** | | | | |
| Click or tap here to enter text. | | | | |
| **Task Result** |  | **Satisfactory** |  | **Unsatisfactory** |

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| --- | --- | --- | --- |
|  | **Name** | **Signature** | **Date** |
| **Assessor** |  |  |  |