

#### **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.

#### Week 2

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

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#### **Description here**

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

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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

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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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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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#### **Description here**

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.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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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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## **Description here**

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.

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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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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.

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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.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

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