**PDA: Software Development**

**Level 8**

**Student Evidence Checklist**

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| **Full name** | **Graham Bruce** |
| **Cohort** | **2** |

The evidence required can be taken from your assignments, homework that you have completed on your own or by creating a specific example for the PDA.

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| **Week 2** | **Unit** | **Ref.** | **Evidence** | **Done** |
| 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 | heck mark symbol |
| 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 | heck mark symbol |
| I & T |  | Static and Dynamic testing task A | heck mark symbol |

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| **Week 3** | **Unit** | **Ref.** | **Evidence** | **Done** |
| I & T | I.T 3 | Demonstrate searching data in a program. Take screenshots of:  \*Function that searches data  \*The result of the function running | heck mark symbol |
| I & T | I.T 4 | Demonstrate sorting data in a program. Take screenshots of:  \*Function that sorts data  \*The result of the function running | heck mark symbol |

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| **Week 5** | **Unit** | **Ref.** | **Evidence** | **Done** |
| A & D | A.D 1 | A Use Case Diagram | heck mark symbol |
| A & D | A.D 2 | A Class diagram. | heck mark symbol |
| A & D | A.D 3 | An Object diagram. | heck mark symbol |
| A & D | A.D 4 | An Activity Diagram | heck mark symbol |
| 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 | heck mark symbol |
| P | P 5 | Create a user sitemap. | heck mark symbol |
| P | P 6 | Produce two wireframe designs. | heck mark symbol |
| P | P 10 | Take a screenshot of an example of pseudocode for a function. | heck mark symbol |
| 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 | heck mark symbol |
| 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 | heck mark symbol |
| 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 | heck mark symbol |

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| **Week 6** | **Unit** | **Ref.** | **Evidence** | **Done** |
| I & T | I.T 7 | Demonstrate the use of Polymorphism in a program. | heck mark symbol |

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| **Week 7** | **Unit** | **Ref.** | **Evidence** | **Done** |
| A & D | A.D 5 | An Inheritance Diagram | heck mark symbol |
| I & T | I.T 1 | Take a screenshot of an example of encapsulation in a program. | heck mark symbol |
| 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. | heck mark symbol |
| P | P 11 | Take a screenshot of one of your projects where you have worked alone and attach the Github link. | heck mark symbol |
| P | P 12 | Take screenshots or photos of your planning and the different stages of development to show changes. | heck mark symbol |

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| **Week 10** | **Unit** | **Ref.** | **Evidence** | **Done** |
| 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 | heck mark symbol |

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| **Week 11** | **Unit** | **Ref.** | **Evidence** | **Done** |
| I & T |  | Unit, integration and acceptance testing task B | heck mark symbol |
| 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 | heck mark symbol |

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| **Week 13** | **Unit** | **Ref.** | **Evidence** | **Done** |
| P | P 1 | Take a screenshot of the contributor’s page on Github from your group project to show the team you worked with. | heck mark symbol |
| P | P 2 | Take a screenshot of the project brief from your group project. | heck mark symbol |
| P | P 3 | Provide a screenshot of the planning you completed during your group project, e.g. Trello MOSCOW board. | heck mark symbol |
| P | P 4 | Write an acceptance criteria and test plan. | heck mark symbol |
| P | P 7 | Produce two system interaction diagrams (sequence and/or collaboration diagrams). | heck mark symbol |
| P | P 8 | Produce two object diagrams. | heck mark symbol |
| 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. | heck mark symbol |
| P | P 17 | Produce a bug tracking report | heck mark symbol |