Assessment Task for SDD Prelim

**Title**: Fun With Cars

**Student Number/Name:**

**Assessment Task No.: Due Date: Weighting: %**

**Submission Instructions**

In addition to school assessment policy

* *Assessment must be fully (including source code) submitted onto the course’s Moodle website,* [*www.dingotech.net*](http://www.dingotech.net) *before 10:59pm on the due date*
* *All hard copy materials must be submitted in a folder to the teacher, student to take a receipt*

**Marker: Nicholas Dingle Signature: Date:**

**Grade/Mark:**

25

**Comment:**

**Student confirmation**

This is all my own work. I have not plagiarised the work of others. ❑

**(N.B. In placing a tick in the space provided you are indicating, as you would by signing your name, that this is all your own work.)**

**2. SUBMISSION RECEIPT (Collect from teacher)**

This task **WAS/WAS NOT** submitted on time.

**Student’s name**

**Assessment Title**

**Date**

**Teacher’s signature**   **Date:**

**1. ACKNOWLEDGEMENT OF NOTICE OF ASSESSMENT TASK (Return to teacher)**

**Student’s name**

**Assessment Title**

**Due Date**

**Hard Copy Included** Yes / No

**Student’s signature**   **Date:**

# Formal Details

## Outcomes Being Assessed

* P1.2 describes and uses appropriate data types
* P1.3 describes the interactions between the elements of a computer system
* P4.1 analyses a given problem in order to generate a computer-based solution
* P5.2 uses and develops documentation to communicate software solutions to others

## Cross Curriculum Links

* Collecting, analysing and organising information
* Communicating ideas and information
* Planning and organising activities and working with others and in teams
* Using mathematical ideas and techniques
* Solving problems

## Context for the Task

* Researching content for the course
* Generate and plan concepts
* Produce a product with a focus

# Task Details

## Task Rubric

In your project you will be assessed on how well you

* Reproduce the functionality using basic programming techniques
* Communicate the process of creation
* Create user documentation for a product
* Extend the application beyond its basic functionality

## Task Description

|  |  |
| --- | --- |
| **Document**   1. Create and maintain a project log which includes details of the development process 2. Design and create a user manual which provides a detailed outline of how to use your application, which includes screenshots for demonstration   **Reproduce**   1. Create a program which uses structures, arrays, variables, loops and if statements 2. Program makes use of reading and writing to basic text files 3. The program includes all the functionality of the example project     **Invent**   1. Redesign the interface of the application so it is more colourful, user friendly and interesting 2. Extend the functionality of the application to provide more depth | **4 marks**  **4 marks**  **3 marks**  **3 marks**  **3 marks**  **4 marks**  **4 marks** |

# Marking criteria

## Task 1a) *Create and maintain a project log which includes details of the development process*

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Creates a professionally presented project log * Project log provides chronological and thoughtful details into the project’s development | 3-4 |
| * Creates a chronological project log | 1-2 |

## Task 1b) Design and create a user manual which provides a detailed outline of how to use your application, which includes screenshots for demonstration

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates an outstanding ability to create a professional looking and useful user manual * Demonstrates extensive understanding of the document’s audience * Demonstrate and outstanding ability to explain processes to a new user using descriptive screenshots | 3-4 |
| * Demonstrates an ability to create a useful user document * Demonstrates understanding of their audience and uses a number of screenshots | 2 |
| * Creates a user document with some screenshots | 1 |

## Task 2a) Create a program which uses structures, arrays, variables, loops and if statements

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Makes use of all the required programming language features * All the utilised programming languages features are not redundant and add to the program’s complexity | 3 |
| * Makes use of most of the required programming language features | 2 |
| * Makes use of some of the required programming language features | 1 |

## Task 2b) Program makes use of reading and writing to basic text files

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Program makes use of reading and writing to basic text files successfully * Program uses the text files to save and restore the state of the application * Program checks the existence of the text file before opening for reading | 3 |
| * Program makes use of reading and writing to basic text files * Program uses the text files to attempt to save and restore the state of the application | 2 |
| * Program attempts to read and write to basic text files | 1 |

## Task 2c) The program includes all the functionality of the example project

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Program includes all of the final functionality that the example project includes * All of the functions work as well or better than the example project * Program operates without runtime errors | 3 |
| * Program includes most of the final functionality that the example project includes * Most of the functions work as well or better than the example project | 2 |
| * Program includes some of the final functionality that the examples project includes | 1 |

## Task 3a) Redesign the interface of the application so it is more colourful, user friendly and interesting

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Demonstrates outstanding use of screen colours and windows to increase the aesthetics of the application * Creates an extremely user friendly and intuitive interface | 4 |
| * Demonstrates good use of screen colours and windows to increase the aesthetics of the application * Creates a user friendly and intuitive interface | 2-3 |
| * Demonstrates the ability to use screen colours and windows | 1 |

## Task 3b) Extend the functionality of the application to provide more depth

|  |  |
| --- | --- |
| **Criteria** | **Marks** |
| * Program includes at least 2 new functions which don’t exist in the example project * Added functions add depth and usefulness to the program * Functions are intuitive and easy to find | 4 |
| * Program includes at least 2 new functions which don’t exist in the example project * Functions are intuitive and easy to find | 2-3 |
| * Program includes at least 1 new function which doesn’t exist in the example project | 1 |

# Assessment Student Evaluation

## At the time of submission

*Circle a number (****1*** *= strongly disagree to* ***5*** *= strongly agree)*

This is my best work **1 2 3 4 5** I was organized **1 2 3 4 5**

I understood the task **1 2 3 4 5** I took notice of the marking guidelines **1 2 3 4 5**

This assessment took me **0-1 2-3 4-5 6-7 8+** hours to complete.

**Next time I will**