Firstname .... Surname .... Student ID ....

EICG301 – VB Programming Ability -   Demonstration and Self Assessment   - Week 11

You have a demonstration:

Demo time_____   Arrival Time _____   Date_____   Room_____.

READ THE INFORMATION ON THE BACK OF THIS SHEET
            and tick a box below before your demonstration, and bring it along to hand in.

Category 1 - Basic pass. (40-49)

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Add basic objects onto a form and set up their initial basic property values
(eg labels, textbox, buttons, pictureboxes – name, text, colour)
Can make a button control these objects   – eg assign text, make visible, add 1 to a label or
textbox value, load an image, etc.

Category 2 - Intermediate pass (50-59).

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All of Category 1 plus control objects with IF statements, add counters, add totals and other basic
maths, and control a broader range of objects and properties within a program. Change basic
aspects of the Alien Game such as: speed of movement, display edge limits, extra images

Category 3 - Merit (60-69)

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As Category 2   plus add new advanced aspects to the Alien Game – new collision detection, extra
random image positions, implement new scoring methods etc.

Category 4 - Distinction 70+

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As category 3, plus:
Demonstrate advanced features and design aspects you have investigated and implemented
yourself.
Write your extras here:

....

....

Staff note question numbers here (+ comments):

IMPORTANT – Read this:

Bring to the demonstration:
- this self-assessment sheet - already filled in on the other side, (hand it in).
- a printout of your code report

We will be short of time so we will be strict about the following:
> - **arrive 10 minutes before your demonstration time** to set up on a PC in the tutorial room.
> - your code must be ready to run immediately at the demo time.

Plan how you can make sure you are not late – eg catch an earlier train - a late train or road delay will not be allowed as an excuse.

If you are not ready to demonstrate your work **exactly on time** and with your printed report ready :
- we may not be able to fit you in and you may miss out on all the marks.
- if we find we can fit you in you will lose the standard 10% for slightly missing the deadline.

If you have a valid reason why you do not arrive on time, then you must provide your evidence to the Registry and fill in a mitigating circumstances form. Also, email D.Hearnshaw@wmin.ac.uk

Be safe, print your work at least a day before – we will not allow excuses if the printers fail.
Check your program works in the correct room beforehand to ensure it works, we will not allow faulty PCs as an excuse.
If you do your work on a laptop then if the laptop fails you will not be given another chance.

Before the demonstration please decide your level of competence with Visual Basic and the Alien game solution.
You should select which category best describes your ability. (Tick the box.)
In the demonstration **we will ask you questions** on the level you have indicated on this form. We may ask you to demonstrate how to do something, or ask you to describe how to do something etc.   Do not over estimate your ability. If you cannot perform what we have asked you quickly and knowledgeably, or we need to prompt you, or you delay while you try out other methods because you first method did not work, then this will indicate a lack of knowledge.

If we agree with the category you have ticked then we will give you a mark in the category.
If we raise or lower your category and you do not agree then you must tell us at the demonstration and then email D.Hearnshaw@wmin.ac.uk and ask to be given a time to repeat the demonstration.
The repeat demonstration will be in Week 12. (All first demonstrations must be done in week 11)