Paper 3 programming Code reference

Add this page to your AQA cover sheets. Make sure that the page numbers are correct for the referencing of code. You are not expected to do all of this.

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|  | Features used | Page number |
| 1 | Database has more than 2 tables linked. Show the page number in the design section showing the ERD from your database |  |
| 2 | SQL from more than one table and using WHERE or an IF inside the dr.Read() loop.  Reference 3 examples |  |
| 2.1 | SQL from one table and using WHERE or an IF inside the dr.Read() loop.  Reference 3 examples (not needed if you can do 2) |  |
| 3 | Aggregate SQL – SUM, COUNT, AVERAGE  Reference up to 3 of these. |  |
| 4 | List operations (binding combo boxes to lists count here and using List View controls)  Reference 3 examples |  |
| 5 | Stack Operations  Reference one example |  |
| 6 | Queue operations  Reference one example | CircuitMaker.Basics.Board.SupplyInternalBoards(Board[] internalBoards) |
| 7 | Dynamic generation of objects such as controls. Simple buttons would do here better if custom controls.  Reference one example | new CircuitMaker.GUI.Settings.SettingsDialog(string name, ISettingDescription[] settingDescs) |
| 7.1 | Object Orientated techniques – Inheritance, overriding methods, aggregation and composition  Reference up 1 of each above. | Inheritance: the entirety of CircuitMaker.Components  Overriding:  BufferComponents.TristateBufferComponent.Render(System.Drawing.Graphics, bool, CircuitMaker.Basics.ColourScheme) overrides InpOutpBaseComponents.MultInpSingOutpBaseComponent.Render(System.Drawing.Graphics, bool, CircuitMaker.Basics.ColourScheme) |
| 8 | Hashing  Reference one example |  |
| 9 | Recursion. Do not use for the sake of, replacing a loop with recursion will not result in extra marks  Reference one example |  |
| 10 | Accessing web service APIs (JSON)  Reference on example |  |
| 11 | Methods / functions that you created (not event methods)  Reference up to 3 |  |
| 12 | Methods that you created that use parameters  Reference up to 3 (they could be the same as 11) |  |
| 13 | Methods that only do one job.  Reference up to 3 (they could be the same as 11 and 12) |  |
| 14 | Complex algorithms used. Reference algorithms that you think show what a good programmer you are, ensure that the code is commented and or easily followed using meaningful variable names.  Reference as many as you like |  |
| 15 | Code used to capture errors and validation. Use of Try Catch regular expressions, range and presence checks  Reference up to 3 examples |  |