

National Unit Details		
Code(s)	Title(s)	
ICTPRG301		
ICTPRG406		
Assessment Task		
Number 2	Title	Interface Challenge

This contains the assessor and the student assessment feedback versions of the assessment task.

Complete the Assessment Task – Observation (Student Version) to provide the students with a student version of this assessment task. The student version provides a summary of the activity they will be required to undertake. The student should not be allowed to review the content within this version as it details the expected performance. The completed student assessment feedback version (page 2) can be shown to the student once the task has been completed.

Section 1 – Detailed Task Instructions for Conducting the Assessment

See included PDF. Only Pass Tasks are required for satisfactory completion.

Interface_Challenge_1.pdf

Student ID 102306496 Student Name Chhorvoleak Heng

Section 1 – Assessment Task Criteria and Outcome

This section consists of two parts: Part A – Observation, Part B Oral Questioning.

Part A – Observation			
All items/criteria observed for this activity must be demonstrated satisfactorily to achieve this task and have been assessed as S – Satisfactory or US – Unsatisfactory. A satisfactory outcome must be achieved for all items/criteria prior to a grading outcome being applied, if applicable.			
Items/criteria to be observed		Outcome S or US	If unsatisfactory, outline reason
1.	Shapes Classes	S.	
2.	Unit Tests Successful	S.	
3.	Console Program	S	

Sanel
16 Oct 19

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Part B – Oral Questioning

All responses provided for this activity must be demonstrated satisfactorily to achieve this task and have been assessed as S – Satisfactory or US – Unsatisfactory. A satisfactory outcome must be achieved for all items/criteria prior to a grading outcome being applied, if applicable.

Question and Anticipated/Potential Response <i>Tick/circle or record the student response</i>		Outcome S or US
1.	<p>How does your program allow the user to stop upon request?</p> <p>from the menu driven, select the exit option \Rightarrow quit the loop. \Rightarrow <code>system.Environment.Exit(0);</code></p>	S
2.	<p>Have you used functions? Why/Why not?</p> <p>Yes Yes, because those need to be implemented in the required classes. A easy to test & troubleshoot & code only once & use many time</p>	S
3.	<p>Did you store the vars ^{shapes} in an array or list? Why?</p> <p>No, because I use while(req) loop with menu driven of choices.</p>	S

Basil
16 Oct 19