Assessment Requirements for ICTPRG301 Apply introductory programming techniques

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- apply programming language syntax, sequence, selection and iteration control structures to the development of an application, or game
- produce an application, or game, that is designed and built from the program specifications
- confirm that the created application, or game, meets the original program specifications, and obtain user sign-off for the completed program.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- identify and describe common games programming languages, their syntax, and command structure
- describe the development of small-sized applications or games.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the programming and software development industry, and include access to:

- the requirement documents
- the site documents
- software development tools currently used in industry, such as a compiler
- an independent development environment (IDE).

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion volumes available from the IBSA website: http://www.ibsa.org.au/companion_volumes - https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e 9d6aff2