# Assessment Information

## Assessment Tasks

**ASSESSMENT TASK 1: Initial project work**

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| **Aligned subject learning outcomes** | * design and implement a large and/or complex software program from supplied specifications * continue the development of problem solving skills and approaches that effectively support programming |
| **Group or individual** | **Individual** |
| **Weighting** | **10%** |
| **Due date** | End of Week 5 |

**ASSESSMENT TASK 1: DESCRIPTION**

You are given a programming challenge that consists of frontend GUI Java programming and backend application logic programming using appropriate Java APIs and your own Java class code. The first part of the coding project assesses your ability to interpret project requirements and start developing a software solution to the challenge. You are expected to: 1) construct appropriate user stories based on the challenge requirements, 2) create a UML class diagram that reveals the overall structure of your work, 3) establish a GitHub repository for your work, and 4) start developing a coded prototype that implements the important user stories central to the incremental development of your software solution and is based on the UML class diagram.

The quality of your code is assessed in terms of: 1) general readability, 2) application of Java coding standards, and 3) your ability to apply good coding practices as discussed during the subject.

ASSESSMENT TASK 1: CRITERIA SHEET

See Rubrics in Section 6.

**ASSESSMENT TASK 2: Final project work**

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| **Aligned subject learning outcomes** | * design and implement a large and/or complex software program from supplied specifications * continue the development of problem solving skills and approaches that effectively support programming |
| **Group or individual** | **Individual** |
| **Weighting** | **20%** |
| **Due date** | End of Week 10 |

**ASSESSMENT TASK 2: DESCRIPTION**

The second part of the coding project assesses your ability to continue developing your software solution to the challenge. You are expected to: 1) adjust user stories as necessary, 2) implement GUI and event programming behaviours, 3) continue effective use of GitHub for your work, and 4) complete the coded prototype by implementing all user stories.

The quality of your code is assessed in terms of: 1) general readability, 2) application of Java coding standards, and 3) your ability to apply good coding practices as discussed during the subject.

ASSESSMENT TASK 2: CRITERIA SHEET

See Rubrics in Section 6.

**ASSESSMENT TASK 3: Subject participation**

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| **Aligned subject learning outcomes** | * learn a computer programming language and relevant software development environment to an advance level |
| **Group or individual** | **Individual** |
| **Weighting** | **20%** |
| **Due date** | Weekly |

**ASSESSMENT TASK 3: DESCRIPTION**

Subject practicals consist of weekly coding exercises during the practicals. The weekly coding exercises are designed so students acquire programming skills and experience. Each practical consists of two or three incremental tasks that promote critical thinking. Moreover, these practicals cover the skills that support the completion of Assessment tasks 1 & 2. You show your work to your class supervisor to receive practicals marks. Feedback about your work is given at the same time.

ASSESSMENT TASK 3: CRITERIA SHEET

See Rubrics in Section 6.