

Evidence Gathering Document for SQA Level 8 Professional Developer Award.

This document is designed for you to present your screenshots and diagrams relevant to the PDA and to also give a short description of what you are showing to clarify understanding for the assessor.

Each point that required details the Assessment Criteria (What you have to show) along with a brief description of the kind of things you should be showing.

Please fill in each point with screenshot or diagram and description of what you are showing.

Unit	Ref	Evidence
I&T	I.T.5	Demonstrate the use of an array in a program. Take screenshots of: *An array in a program *A function that uses the array *The result of the function running
		Description: An array of train station name and used add function to add new stop, Edinburgh Waverley to the list/array.
4		

```
stops = [ "Croy", "Cumbernauld", "Falkirk High", "Linlithgow", "Livingston", "Haymarket" ]

stops = [ "Croy", "Cumbernauld", "Falkirk High", "Linlithgow", "Livingston", "Haymarket" ]

def add(stops, new_stop)
    return stops << new_stop
    end
    p add(stops, "Edinburgh Waverley")

# * stops.push("Edinburgh Waverley")

***Stops.push("Edinburgh Waverley")</pre>
***Stops.push("Edinburgh Waverley")

***Talkirk High", "Linlithgow", "Livingston", "Haymarket", "Edinburgh Waverley")

***Talkirk High", "Linlithgow", "Livingston", "Haymarket", "Edinburgh Waverley")

***Talkirk High", "Linlithgow", "Livingston", "Livingston", "Haymarket" ]

***Talkirk High", "Linlithgow", "Livingston", "Livingston", "Haymarket" ]

***Talkirk High", "Linlithgow", "Livingston", "Livingston", "Livingston", "Haymarket" ]

***Talkirk High", "Linlithgow", "Livingston", "Livingston", "Livingston", "Haymarket" ]

***Talkirk High", "Linlithgow", "Livingston", "Livingston",
```

```
Unit Ref Evidence

I.T.6 Demonstrate the use of a hash in a program. Take screenshots of:

*A hash in a program

*A function that uses the hash

*The result of the function running

Description: A hash of parts in the UK and with information. The function total_population shows the sum of the population from Scotland, Wales and England in the UK.
```

```
countries.rb
    def total_population(countries)
      total = 0
      for country in countries
         total += country[:population]
         end
       return total
    end
    p total_population(united_kingdom)
  Ruby_Tasks- — user@users-MBP-6 — ..W/Ruby_Task...
→ Ruby_Tasks- git:(master) × ruby countries.rb
61368000
→ Ruby_Tasks- git:(master) ×
```

```
Unit Ref Evidence

I&T I.T.3 Demonstrate searching data in a program. Take screenshots of:

*Function that searches data

*The result of the function running

Description: Function is called find _by_name and it show up the value of the name key, which is "Han_Solo".
```

```
require("pry")
def Bounty.find_by_name(name)
                                                    require_relative("madels/space_cowboy.rb")
  db = PG.connect({dbname:
  "space_cowboy", host: "localhost"})
                                                    ccwboy1 = Eounty.nev({
  sql = "SELECT * FROM bounties WHERE
                                                      'name' => "Han_Solo",
                                                      'danger_level' => "Medium"
  values = [name]
                                                      'favourite_weapon' => "Blaster",
  db.prepare("find_by_name", sql)
                                                      'bounty_level' - "100"
  db.exec_prepared("find_by_name", values)

    space_cowbor — ruby consele.rb — ruby console.r...

  db.close()
  if result.count != 0
                                                      psql
    return Bounty.new(result[0])
                                             [1] pry(main)> Bounty.find_by_name("Han_Sclo")
                                             #<Bounty:0x007fb6dfb44f68</p>
                                              @bounty_level=100,
                                              @danger_level="Medium",
                                              @favourite_weapon="Blaster",
                                              @id=12,
                                              @name="Han_Solo">
                                             [2] pry(main)> |
```

```
Unit Ref Evidence

I&T I.T.4 Demonstrate sorting data in a program. Take screenshots of:
    *Function that sorts data
    *The result of the function running

Description: Data has screening time and tickets number. The function popular_time shows the screening time sold the most tickets.
```

```
def popular_time()

sql = "SELECT screen_time, COUNT(tickets.*) FROM tickets INNER JOIN

screenings ON tickets.screening_id = screenings.id GROUP BY screen_time

ORDER BY count DESC limit 1"

values = []

tickets_count = SqlRunner.run(sql, values)

return tickets_count.first["screen_time"]

end

cinama_hw = ruby consolerb = ruby = ruby consolerb = 83x5

[1] pry(main) > screening1.popular_time
=> "16:28"

[2] pry(main) >
[3] pry(main) >
[3] pry(main) >
[3] pry(main) >
[4] pry(main) >
[5]
```

Week 5 and 6

Unit	Ref	Evidence
A&D	A.D.1	A Use Case Diagram
		The functions of the spending tacking system that user can interact with.

Case Diagram

transaction

Can read transactions

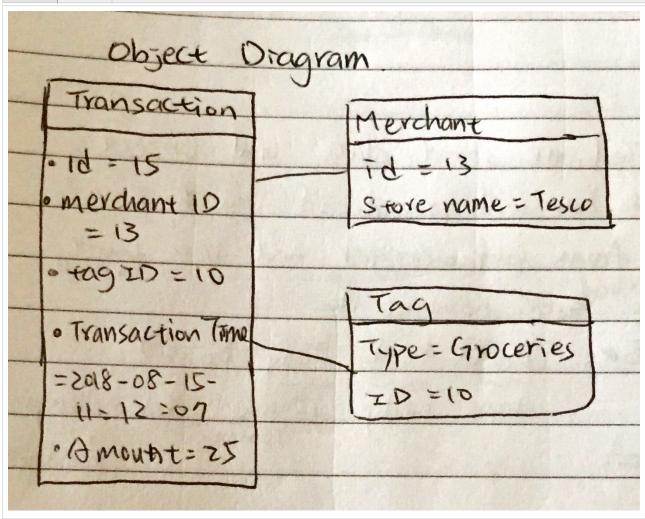
can add transactions

can remove transactions

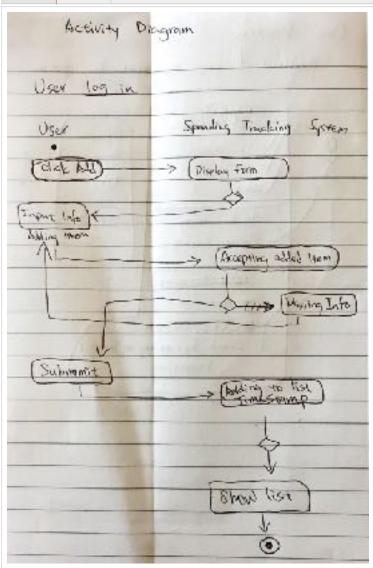
an update transactions

Unit	Ref	Evidence	
A&D	A.D.2	A Class Diagram	
		The types of items and functions in different tracking system	ent classes that used in spending
	day	b) Diagram	363-14-14
formation and the state of programs		ransaction	Budget
		D = INT	ID: INT, Amout = Float,
		mout = Float,	Amout = Float,
	Ti	mestamp = String	TimeStamp = String
	1.a	idd() · updatei)	· add() · edit()
		Edit() • Find()	
	0	Pelete() · Timestamps)	
			Merchant
	Ta	9	ID = INT,
	.10	=INT,	ID = INT, Name = String
	· Nam		add () - updata
	"add	The second of th	edit()odelete()
	· edit	EC)	find()
	-dele	ete()	
	edn.	iate()	
	·fin		

Unit	Ref	Evidence
A&D	A.D.3	An Object Diagram
		Description: the relationship between transaction table and merchant/tag table.



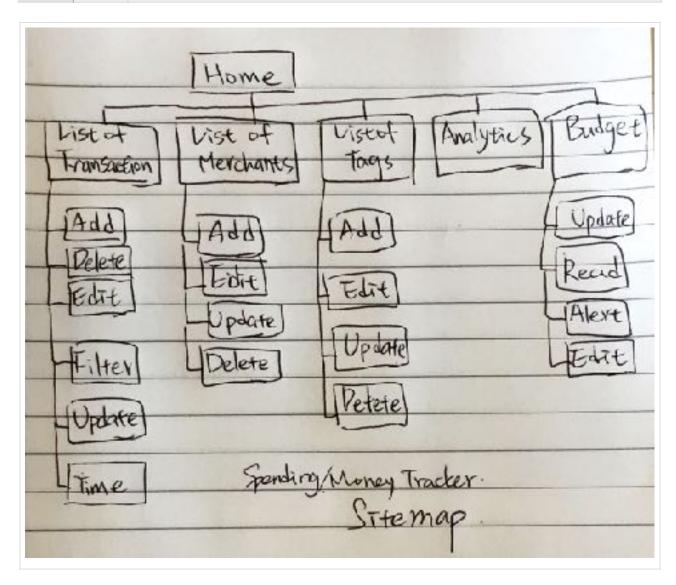
Unit	Ref	Evidence
A&D	A.D.4	An Activity Diagram
		The route of user using add new transaction info to spending tracking system.



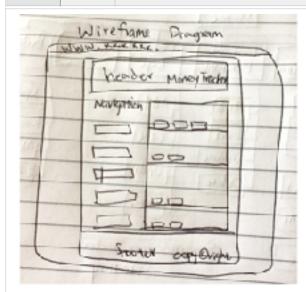
Unit	Ref	Evidence
A&D	A.D.6	Produce an Implementations Constraints plan detailing the following factors: *Hardware and software platforms *Performance requirements *Persistent storage and transactions *Usability *Budgets *Time
		Description: The difficulties and solutions.

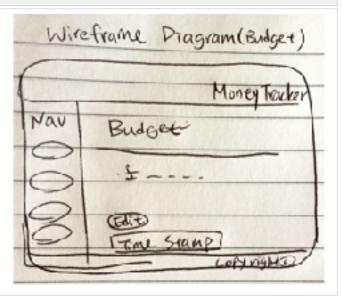
Topic	Possible Effect of Constraint on Product	Solution
Hardware and software platforms	Content may display differently in Mobile screen.	Plan for mobile and set up in CSS.
Performance requirements	Occurring errors.	Regularly checking app performance and ask third person to text the product.
Persistent storage and transactions	Memory storage may not be enough.	Regular clear out system automatically. Extend to bigger memory space.
Usability	For people have color blind.	Different front and size or add extra underlines.
Budgets	Limited budget.	Use more free online resources.
Timelimitations	One week	Follow the plan and well organised teamwork

Unit	Ref	Evidence
P	P.5	User Site Map
		Description: The navigation options in transaction webpage and its' own functions.



Unit	Ref	Evidence
Р	P.6	2 Wireframe Diagrams
		Description: The frame work of spending tracker application website.





Unit	Ref	Evidence
P	P.10	Example of Pseudocode used for a method
		Description: A plan of a functionality, filter_by_tag_and_merchant() in transaction class in spending tracker application.

This function should filter out transactions with specific tag and merchants and display in time desc order, filter_by_tag_and_merchant() {

Each filter require one tag type and one merchant store name

A list of tag type

A list of merchant store names

Each transaction should have timestamp

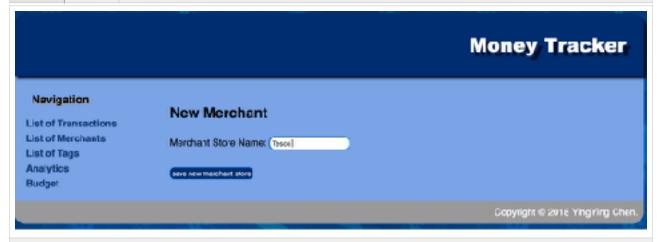
Filter out transactions with tags are not the same as the selected tag

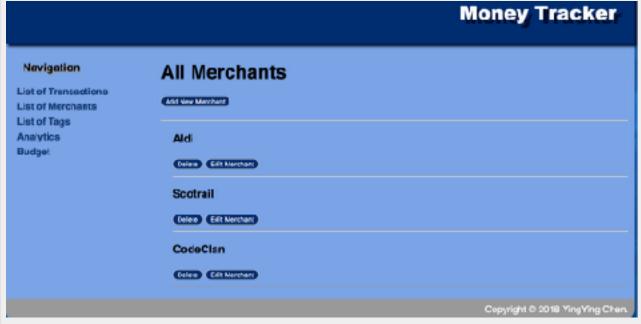
Filter out transactions with merchants are not the same as the selected merchant

Organise selected transactions in Desc time order.

}

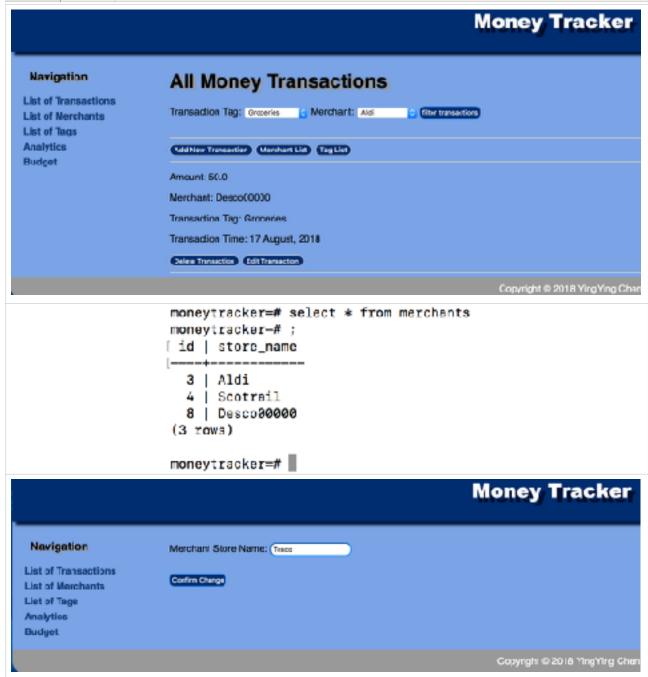
Unit	Ref	Evidence
P	P.13	Show user input being processed according to design requirements. Take a screenshot of: * The user inputting something into your program * The user input being saved or used in some way
		Description: Add New Merchant in to merchant list.

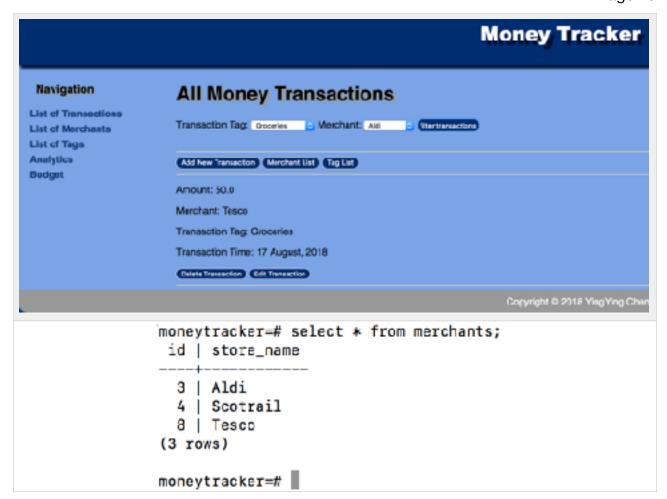




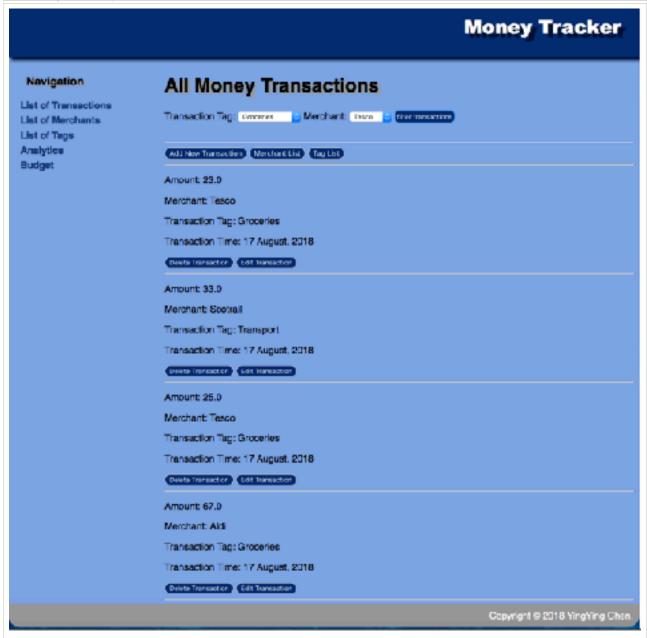
	money masker
Navigation List of Transactions List of Merchante	All Merchants
List of Tags Analytics Budget	Aldi
	Scotrail
	CodeClan (Driver) (Edit Merchins)
	Tesco
	psql (10.4) Type "help" for help.
	moneytracker=# select * from merchants; id store_name
	3 Aldi 4 Scotrail 5 CodeClan 6 Tesco
	(4 rows) moneytracker=#

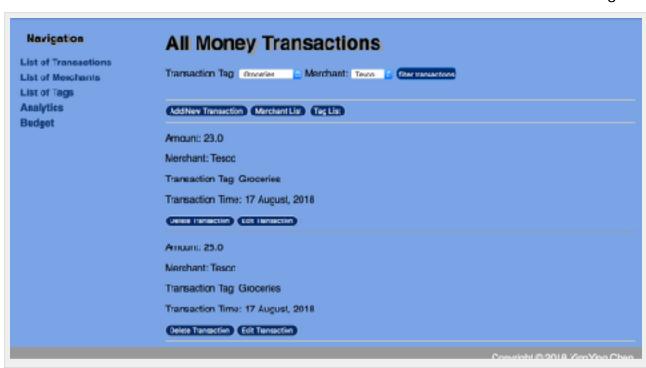
Unit	Ref	Evidence
P	P.14	Show an interaction with data persistence. Take a screenshot of: * Data being inputted into your program * Confirmation of the data being saved
		Description: Update merchant name in transaction.



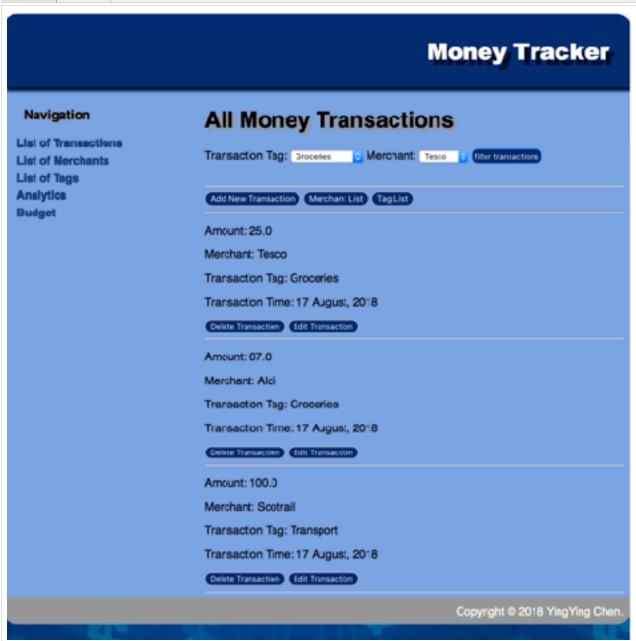


Unit	Ref	Evidence
P	P.15	Show the correct output of results and feedback to user. Take a screenshot of: * The user requesting information or an action to be performed * The user request being processed correctly and demonstrated in the program
		Description: Filter out transactions with tag, Groceries and merchant, Tesco.

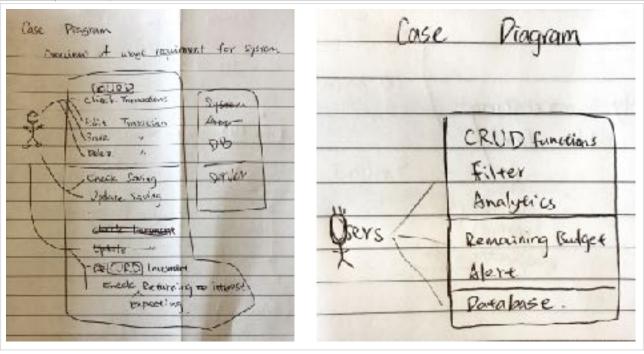




Unit	Ref	Evidence		
P	P.11	Take a screenshot of one of your projects where you have worked alone and attach the Github link.		
		Description: https://github.com/YYChen01988/Transaction_Tracker_Project		



Unit	Ref	Evidence
P	P.12	Take screenshots or photos of your planning and the different stages of development to show changes.
		Description: The picture on the left is at the first stage of Spending tracker project and the right picture is a new case diagram in the end of project.



Unit	Ref	Evidence
P	P.16	Show an API being used within your program. Take a screenshot of: * The code that uses or implements the API * The API being used by the program whilst running
		Description: The link of the API in the example application (https://restcountries.eu/rest/v2/all)

```
const PubSub = require('../helpers/pub_sub.js');
const SelectView = function(select){
  this.select = select;
SelectView.prototype.bindEvents = function(){
  PubSub.subscribe("CurrencyList:names-ready", (event) => {
    this.poplulateList(event.detail);
  });
  this.select.addEventListener('change', (event) => {
    PubSub.publish("SelectView:currency_name-selected", event.target.value);
  });
};
SelectView.prototype.poplulateList = function(names){
  names.forEach((name, index) => {
    const option = document.createElement('option');
    option.textContent = name;
    option.value = index;
   this.select.appendChild(option);
  3);
};
module.exports = SelectView;
```

Currency Map

For selecting the currency, you will see the details of the nation, who use the currency and the location of the nation.



Please select a currency

Australian dollar \$

Antarctica

- Regions Polar
- Capital:
- · Currency: Australian dollar, British pound

Australia

- Regions Oceania
- Capital: Canberra
- Ourrency: Australian dollar

Christmas Island

Region: Oceania



Unit	Ref	Evidence
P	P.18	Demonstrate testing in your program. Take screenshots of: * Example of test code * The test code failing to pass * Example of the test code once errors have been corrected * The test code passing
		Description: Running unit test with ruby code.

```
require_relative("../cord.rb")
                                                                    🕨 🕒 🛑 pole_static_and_stynanic_testing_tasks — user@users=VacBook=P-o-7 — .testing_tasks =
require_relative("../testing_task_2.rb")

    pds_static_and_dynamic_testing_tasks suby specitesting_task_ayec.sb
fan aptions: --seed 60032

                                                                  # Burring:
    @diamond1 - Card.new("diamond", 1)
@cardgame1 - CardGame.new()
                                                                  Firmished in 6.981814s, 984.1938 runs/s, 6.9888 assertions/s.
                                                                    1) Frrance
                                                                   Card estatest_check_for_Ase:
NeMothodExres: undefined method "value=" for #<Card:8e687fc04c82eec8 @cuit="dism
                                                                   oed", @value=i>
Oid you mone; *also
                                                                       /Users/seer/codectar_work/pda_static_and_dynamic_testing_tasks/testing_task_
                                                                   2 mb 11: in check for Acc
    assert_equal(result, true)
                                                                       spec/testing_task_spec.rb:13:in 'test_check_for_Ace'
                                                                   L rues, # assertions, # failures. 1 errors, @ skips
                                                                                              c_testing_tasks suby spec/testing_task_spec.sb
```

```
def self.cards_total(cards)
  total=0
  for card in cards
    total += card.value
    return "You have a total of" + total
  end
     🧶 🤚 🦲 pda_static_and_dynamic_testing_tasks — user@users-..
     ting_task_spec.rb
     Run options: --seed 16697
     # Running:
     Finished in 0.000989s, 3036.4370 runs/s, 2024.2913 as
     sertions/s.
     CardTest#test_cards_total:
     NoMethodError: undefined method "cards_total" for #<0
     ardGame: 0x007fe6939276e0>
         spec/testing_task_spec.rb:25:in 'test_cards_total
     3 rums, 2 assertions, 0 failures, 1 errors, 0 skips
     → pda_static_and_dynamic_testing_tasks
```

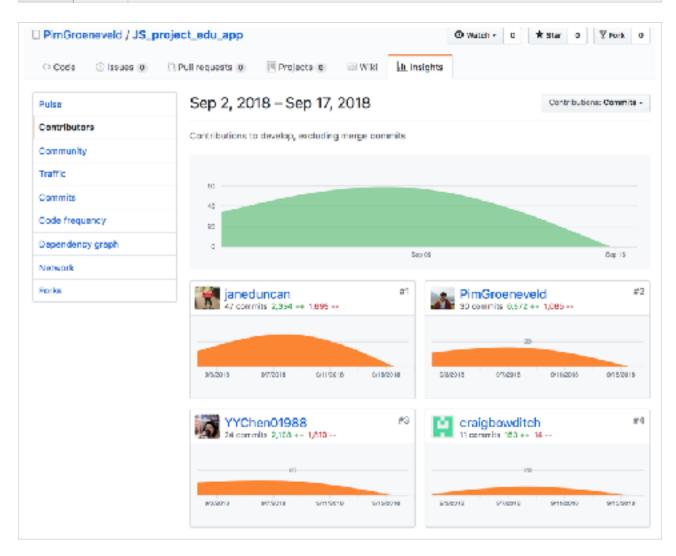
```
toofing_ta...
                                                                                      teating_task_specific
       def check_for_Ace(card)
                                                                                                           Finished in 6,6005551, 2353.5656 purs/s, 2353.5656 ess
         if card.value == 1
            return true
                                                                                                           3 rurs, 2 assertiors, é failures, é errors, é skips
                                                       gcardpanel = Cardiane.new()
gcards= [gdiamondt, gctd2]
                                                                                                            ing_task_spec.st
                                                                                                            Run options: --seec 49566
                                                                                                            # Burrarge
      def highest_card(card).
      card2)
                                                                                                            Finisher in 6.6636361, 5366.3634 turn/n, 1866.3386 ann
      if card1.value > card2.value
                                                       gcardgame1.check_for_Ace(gdianond1)
                                                       assert_equal(true, result)
                                                                                                             11 Essess
                                                                                                            CareTest#fest_ceres_tetelt
        card2.suit
                                                                                                            Suffethooliscis uncefared method 'desca_totel' for #+Ce
                                                                                                            rddene :Ex6631c3ec654bb6>
                                                                                                                spec/testing_tesk_spec.sb:2f:ir 'test_cests_tctel'
                                                      @cordgeme1.highest_cord(@diamondl.
@club2)
    def cards_total(cards)
                                                                                                            3 runs. 2 assertions. 6 failuses. 1 essess. 6 skips

    pca_static_arc_cyranic_
img_task_spec.st
    pum_cptions: --seec_Stt30

      for card in cards do
                                                      essent equal["club", result)
        total += card.value
                                                     dof test cards total()
       " + total.to_s
                                                       result = Scardconcl.cords_total(Scards)
assert_equal("You have a total of 3",
                                                                                                           Finished in 6.666636s, 3692.3822 murs/s, 3692.3822 was
                                                                                                            3 rure, 5 secentione, 6 follower, 6 emocre, 6 skipe

→ par_statio_and_symmic_testing_tasks ||
```

Unit	Ref	Evidence	
P	P.1	Take a screenshot of the contributor's page on Github from your group project to show the team you worked with.	
		Description: https://github.com/PimGroeneveld/JS project edu app/graphs/contributors	



Unit	Ref	Evidence		
P	P.2	Take a screenshot of the project brief from your group project.		
		Description: This is the details of our project MVP and additional extension parts.		

Educational App

The BBC are looking to improve their online offering of educational content by developing some interactive browser applications that display information in a fun and interesting way. Your task is to make an a Minimum Viable Product or pretotype to put forward to them - this may only be for a small set of information, and may only showcase some of the features to be included in the final app.

MVP

EB README.md

Education Language App

A user should be able to:

- Select a language from a dropdown menu
- · A flashcard then displays a phrase in the chosen language
- · Cick a button to reveal the phrase in English
- · Click a button to listen to audio of phrase

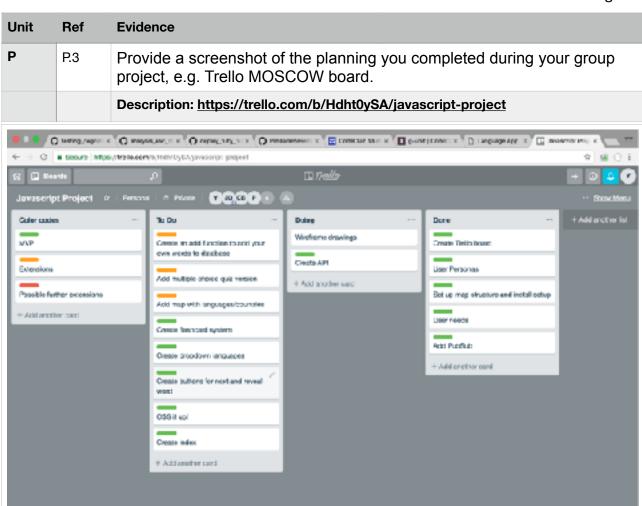
Extensions

- · Word guessing game
- · Facts section (using an API to display map)
- Machine learning API
- · Add phonetic spelling of phrase to flashcard

API, Libraries, Resources

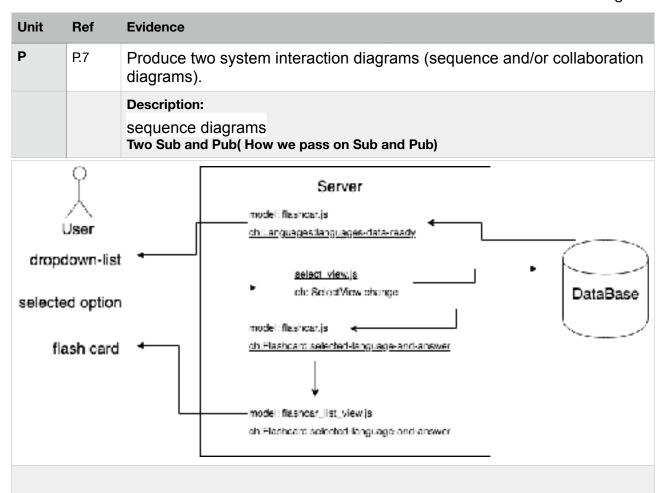
- https://cloud.google.com/naps-platform/ An open-source library for rendering maps and map functionality.
- https://developer.oxforddictionaries.com An open-source dictionary API (Pim has key)

(Put the API key file in .gitignore)



Unit	Ref	Evidence					
P	P.4	Write an acceptance criteria and test plan.					
Accepta	nce Crite	ria	Expected Result/output	Pass/Fail			
Simple user interface			Clean flashcard view	Passed			
Practical Content			Add audio and extra information about the foreign languages	Passed			
Fun in Learning			Add Quiz part	Passed			

higo: (indiv...on)./gir*8MqX,13 to rein build or former) and remail and



Paste Screenshot here

Unit	Ref	Evidence
P	P.8	Produce two object diagrams.
		Description: Select View with Flashcard; Select View with Map

Paste Screenshot here

Unit	Ref	Evidence				
P	P.17	Produ	Produce a bug tracking report			
		Descri	Description: Error show up in the group project.			
Debugg	jing Ever	nt	Status	Solution	Result	
Empty lines in the end of seeds.js file			Error, Mongoldb can not read the file	Remove empty lines	Pass. Data displayed in Mongodb	

Debugging Event	Status	Solution	Result
Missing comma in the seeds.js	Error, Mongoldb can not read the file	Add the comma	Pass. Data displayed in Mongoldb
Database name is incorrect in the server.js	Insomnia can not find the route	Change the dbname to correct one	Route available, passed.
Typo in server.js (bdoy.parser)	Insomnia shows error	Correct typo	Passed
Logic error; try to get value from key [language.translation[0]	Undefined content	Console log event and pick the data we want. [language.translation[event.detail]	Passed

Paste Screenshot here

```
Unit
        Ref
                 Evidence
I&T
        I.T.7
                 The use of Polymorphism in a program and what it is doing.
                 Description: two classes using same interface
                 e.g.. instrument class and Juice class using ISell interface, so they can be sell in the
                 shop
                          public abstract class Instrument implements IPlay, ISell {
   De behavlour
                               private String material;
                               private String color;
private int boughtPrice;
private int sellPrice;
     Instrument
                               public Instrument(String material, String color, int boughtPrice,
    instrumentType
                                                  int sellPrice) {
                                   this.material = material:
                                   this.color = color:
this.boughtPrice = boughtPrice;
     AppleJulce
      Juice
JuiceType
                                   this.sellFrice = sellPrice;
   behaviour
                            ol public class Juice implements ISell, Upgradable {
     IPlay
     ⊕ ISell
                                       private int boughtPrice;

    Upgradable

                                      private int sellPrice;
  instruments
     Guitar
                                      public Juice(int boughtPrice, int sellPrice) {
                                            this.boughtPrice = boughtPrice;
     📵 instrumentType
                                            this.sellPrice = sellPrice;
     O Plane
     Trumpet
                                       }
  t∎ juiceBar
     AppleJuice
                                      public int getBoughtPrice() {
      Juice
                                            return boughtPrice;
       JuiceType
       PapayaJuice
   🕒 Shop
```

Unit	Ref	Evidence
A&D	A.D.5	An Inheritance Diagram
		Description: Like class diagram but subclasses have aero to superclass

```
Unit
      Ref
            Evidence
I&T
      I.T.1
            The use of Encapsulation in a program and what it is doing.
            Description: name is private, so the name can not be modified directly.
           class SweetSlot extends Slot {
       private String name;
       private ArrayList<Sweet> sweets;
       private ProductType productType;
       public SweetSlot(double price, int code, int capacity)
            super(price, code, capacity);
            this.productType = ProductType.SWEET;
            this.sweets = new ArrayList<>();
            this.name = "Chocolate";
       3
       public String getName() {
            return name;
    @Test
    public void changeName() {
         sweetSlot.name = "Candy";
         assertEquals( expected: "Candy", sweetSlot.getName());
```

```
Unit Ref Evidence

I.T.2 Take a screenshot of the use of Inheritance in a program. Take screenshots of:

*A Class

*A Class that inherits from the previous class

*An Object in the inherited class

*A Method that uses the information inherited from another class.

Description:

public abstract class Kaiju {
    private String name;
    private int healthValue;
    private int attackValue;
```

```
public abstract class Kaiju {
    private String name;
    private int healthValue;

    public Kaiju(String name, int healthValue, int attackValue) {
        this.name = name;
        this.healthValue = healthValue;
        this.attackValue = attackValue;
    }

    public void attack(Vehicle vehicle) {
        vehicle.healthValue -= this.attackValue;
    }

public class Godzilla extends Kaiju {
    public Godzilla(String name, int healthValue, int attackValue) {
        super(name, healthValue, attackValue);
    }

    public void attack(Vehicle vehicle) {
        vehicle.healthValue -= this.getAttackValue()*2;
    }
}
```

Unit	Ref	Evidence
P	P.9	Select two algorithms you have written (NOT the group project). Take a screenshot of each and write a short statement on why you have chosen to use those algorithms.
		Description: