Introduction

For my A2 Computing coursework I had to find an end user with a problem and then find a computer based solution to that problem. Therefore I am going to design and make a Decision Mathematics 1 teaching program for my end user, my A-Level Maths teacher Andy Bradley. I will meet with him to define his requirements of the program so that I can design and make the program to meet his needs.

My program will enable students to learn and practise using Kruskal’s, Prim’s and Dijkstra’s algorithm on their own to prepare them for the Decision Mathematics 1 exam. In the future it could be updated to cover more of the D1 syllabus and be replicated to cover other modules thereby making it useful to a wider audience. For example if I were to include more of the D1 syllabus it could also be used to teach A- level Computing students and help them with their COMP 3 exam.

My report will contain the analysis of the current teaching system, the design of my proposed program, the testing of my program, the maintenance of my program and the user manual to show people how to use my program.

The analysis will contain my analysis of the current system of teaching D1 this being the D1 textbook, The D1 revision guides, The D1 Moodle resources, the MEI Integral site and the teacher. The design will be used to give me a better understanding of the program that I will make and thereby make my program easier to construct. From this and my made program I will create the user manual which will be easy to read, follow and understand. This is because I will make it clear and concise and prepare solutions to any errors that come up when using the program, so that they can be sorted quickly and efficiently.