**Section: Programming (Advocate: Manish Gadhvi)**

**Provide a definition of what an algorithm is and outline the process in building an application.**

|  |
| --- |
| <https://github.com/kap14275819/Glossary-of-Tech-Terms#definition-of-an-algorithm>  <https://github.com/kap14275819/Glossary-of-Tech-Terms#process-in-building-and-application> |
| Once the first link is opened it will show the Glossary of tech terms which will then clearly show the definition of what an algorithm is underneath which has been researched to clarify that is the correct definition for an algorithm. The second link once opened will show a step by step process of building an application from the meeting with the client, getting it completed and then to presenting the application. |

**Give explanations of what procedural, object orientated and event driven paradigms are; their characteristics and the relationship between them.**

|  |
| --- |
| <https://github.com/kap14275819/Glossary-of-Tech-Terms#explanation-of-the-three-paradigms>  <https://github.com/kap14275819/Glossary-of-Tech-Terms/blob/master/README.md#the-relationship-between-then> |
| The first link shows the explanation of the three paradigms, in the three paragraphs each paradigm is explained about the characteristics. The second link takes you to explain the relationship between the three paradigms. |

**Write a program that implements an algorithm using an IDE.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/card%20game>  <https://github.com/kap14275819/Card-game-Project-2#flow-chart>  <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#ide-used-and-features> |
| The first link shows the algorithm that was used to create the card game project, there is also a link to a flowchart which can show a step by step process of how the game works exactly. The last link shows the type of IDE that was used and a screenshot of the IDE to see how it looks when creating project 2. |

**Explain the debugging process and explain the debugging facilities available in the IDE.**

|  |
| --- |
| <https://github.com/kap14275819/Glossary-of-Tech-Terms#debugging-process> |
| The link shows the explanation of how the debugging process works and also how the debugging facilities that are available in an IDE. The debugging process has been researched and checked on before written out in my own words. The explanation of the debugging process also explains what type of debugging facilities are available in an IDE. |

**Outline the coding standard you have used in your code.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#coding-standards> |
| This link shows the coding standards that I used within the game code and why I used these standards to help me with the project. |

**Determine the steps taken from writing code to execution.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#process-of-implementation> |
| In this link it shows the process of implementation of which explains each step that I undertook from the beginning to the end. Each step explains what I did first and how I did it. |

**Analyse the common features that a developer has access to in an IDE.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#ide-used-and-features> |
| This link explains the type of IDE that was used for the project and what type of features it has within the IDE. |

**Use the IDE to manage the development process of the program.**

|  |
| --- |
| <https://repl.it/@kap14275819/card-game> |
| Inside the link this will show the type of IDE that was used to create the card game, this will also show the code which can be tested whether this IDE works correctly. This is a suitable IDE as it has most of the functions needed for a standard IDE such as a text editor and a console. |

**Evaluate how the debugging process can be used to help develop more secure, robust applications.**

|  |
| --- |
| <https://github.com/kap14275819/Glossary-of-Tech-Terms/blob/master/README.md#debugging-process> |
| Once opened this link will show a description about debugging process which explains how this is used to create more secure and robust applications. This has been researched to explain how helpful and useful this process is. |

**Examine the implementation of an algorithm in a suitable language. Evaluate the relationship between the written algorithm and the code variant.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#evaluation-and-teamwork>  <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#relationship-between-algorithm-and-code> |
| In this link, it shows the evaluation of the project which explains how the implementation of the whole project went and the challenges that occurred during the process of creating the code. The second link will show a paragraph evaluating the relationship between the algorithm and the code |

**Critically evaluate the source code of an application which implements the programming paradigms, in terms of the code structure and characteristics.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#relationship-between-algorithm-and-code> |
| In this link it will explain what type of programming paradigm was used within the project and explains why this suits it. |

**Evaluate the use of an IDE for development of applications contrasted with not using an IDE.**

|  |
| --- |
| <https://github.com/kap14275819/Card-game-Project-2/blob/master/README.md#evaluation-and-teamwork> |
| In this link it shows how useful the IDE was during the development of the project and compared to not using an IDE. |

**Critically evaluate why a coding standard is necessary in a team as well as for the individual.**

|  |
| --- |
| <https://github.com/kap14275819/Glossary-of-Tech-Terms/blob/master/README.md#coding-standard-evaluation> |
| This link will explain what type of coding standards were used within the process of creating the project and what the coding standards were used for. |