**Assessment Practical/Observation**

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| **Student Name** | | Ye Liu | | **CIT Number** | CIT264891 | |
| **Competency Title, Code and Banner Code**  **CRN** | | ICTPRG532 – Apply advanced object-oriented language skills, INFT1033.  74190 | | | | |
| **Assessment Type** | | In the workplace  Simulated environment  Other | | | | |
| **Assessment Name** | | **Assessment 2** | | | | |
| **Assessment Date** | | Handed out Monday 27 September. Due Monday 18 October. | | | | |
| **Student Statement:** This assessment is my own work. Any ideas and comments made by other people have been acknowledged. I understand that by emailing or submitting this assessment electronically, I agree with this statement. | | | | | | |
| **Student Signature** | | Not required for electronic submission | | **Date** | 13/10/2021 | |
| **PRIVACY DISCLAIMER:** CIT is collecting your personal information for assessment purposes. The information will only be used in accordance with the CIT Privacy Policy. | | | | | | |
| **Assessor Feedback (also complete observation checklist and questions on the last page)**  Feedback will be provided via the assessment upload link.  ❑ **Student provided with feedback** | | | | | | |
| **Attempt 1** | | **Satisfactory** | **Not Yet** **Satisfactory** | | **Date** | / / |
| **Attempt 2** | | **Satisfactory** | **Not Yet** **Satisfactory** | | **Date** | / / |
| **Assessor Name** | Don Coutts | | **Assessor Signature** | |  | |

**Information for Students:** You may have two (2) attempts for this assessment.

* If your **first** attempt is not successful, your teacher will discuss your results with you and will arrange a second attempt.
* If your **second** attempt is not successful, you will be required to re-enrol in this unit.

Only one re-assessment attempt will be granted for each assessment item, with the exception of Apprentices or Trainees who are permitted an additional supplementary assessment if necessary.

**Time Allowed**: Three weeks.

**Materials Provided by Assessor:** This document, notes in Sessions 6 and 7, material in Additional Resources.

**Materials and Equipment to be Supplied by the Student:** This entire document with student name, ID, and date filled in, plus the completed tasks listed on page 3. Submissions that don’t include all this information cannot be marked.

**Assessment Range and Conditions**:

Additional time will be allocated to students who are registered with student support.

Access to techniques: Open book, student notes, subject material on eLearn, this handout.

**Assessment Criteria:**  This assessment must be done individually. To achieve a Satisfactory result, your assessor will be looking for your ability to demonstrate the specific performance skills detailed below to industry standard.

You must submit your completed assessment **in a single zip file titled Assessment 2** to the Assessment 2 link in the Assessment block.

Your zip file MUST include this **entire document** with your details (name, ID, and date) on page 1 filled in.

Submissions without this document included cannot be marked.

Please do not convert this document to PDF or any other format.

**Assessment 2 - specific performance skills required**

You can either submit a single app for each of the skills 1, 2, 4, and 5 below, or you can combine some of them into a single multi-form app accessed via a menu. Either way, you should state what skills that app or form covers in the comment block for that app or form.

You must ensure that you cover **all** the skills listed below, and the apps you submit **MUST** be predominantly your own work and not completely copied from elsewhere.

1. **Implement a GUI app with 2D graphics.**

Develop a simple Windows Forms application in C# that includes a 2D graphic of a simple everyday object, (a building, a vehicle, etc.). You must do this using the code we covered in Session06.

1. **Implement a GUI app with drag and drop.**

Develop a simple Windows Forms application in C# that includes a drag-and drop operation from Windows Explorer that will display an image in a PictureBox control. You must do this using the code we covered in Session06.

1. **Include a simple Help file based on a Windows forms app.**

Use HelpNDoc (we covered this in Session06) to develop a small Help file in either HTML or PDF format to explain the key functions of an app. You could use a previous short app from Assessment 1c for this if you wish.

1. **Develop a Windows forms app using a nested class.**

Develop a simple Windows Forms app in C# that uses a nested class (we covered this in Session07). If you wish, you could modify one of your apps from Assessment 1.

1. **Implement a comparator.**

Develop a small Windows Forms app in C# that uses an *IComparable* comparator (we covered this in Session07) to sort a 1D array. If you wish, you could modify one of your apps from Assessment 1 for this.

1. **Utilise a version control system.**

You will need to take a JPEG screen shot, with your mobile phone or specialist software, to demonstrate that you have implemented and are using version control software (we covered this in Session07). This should include an earlier version of some code that you have written that includes your name in a comment block, but it must be shown inside a DVCS.

1. **Use a second language.**

Thecompetency also requires that you demonstrate your skills in **two** object-oriented languages. You would all have done some programming in another object-oriented language prior to enrolling in C#. I would suggest that you meet this requirement by developing a **second** version of **one** of the short apps in paragraphs 4 or 5 above in another **object-oriented** language. Alternatively, you could do this with **one** of the short apps in paragraphs 1 to 4 in Assessment 1c. You could use Java, or C++, etc.

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| **Observation Checklist (to be filled in by Assessor)**  **During the demonstration of skills, did the student satisfactorily:** | **Attempt 1** | | **Attempt 2** | |
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| **ICTPRG532 Apply advanced object-oriented language skills** | **S** | **NYS** | **S** | **NYS** |
| 1. Implement a GUI app with 2D graphics. |  |  |  |  |
| 1. Implement a GUI app with drag-and-drop. |  |  |  |  |
| 1. Include a simple Help file based on a Windows forms app. |  |  |  |  |
| 1. Develop a Windows forms app using a nested class. |  |  |  |  |
| 1. Implement a comparator. |  |  |  |  |
| 1. Utilise a version control system. |  |  |  |  |
| 1. Use a second language. |  |  |  |  |