



KOLEJ SYNERGY
NO 32, 34 JALAN PERAI JAYA 4,
BANDAR PERAI JAYA,
13600 PULAU PINANG.

PENILAIAN PRESTASI
(PERFORMANCE ASSESSMENT)

KOD UNIT KOMPETENSI/COMPETENCY <i>UNIT CODE</i>	IT-010-4:2013 – C05
TAJUK UNIT KOMPETENSI/COMPETENCY <i>UNIT TITLE</i>	INFRA SYSTEMS INTERFACE DESIGNING
NO. KOD/ CODE NO.	IT-010-4:2013 – C05/PA(1/1)
NAMA CALON/CANDIDATE'S NAME	
NO KADPENGENALAN/NRIC NUMBER	
MASA/TIME	1.00PM – 3.00PM (3 HOUR)
TARIKH/DATE	
MARKAH/SCORE: % NYATAKAN MARKAH	TERAMPIL / BELUM TERAMPIL <i>COMPETENT / NOT COMPETENT</i>

Instruction To Candidate :

Write down the name and numbers of your ID card in the space provided.

1. Candidates are not allowed to open the paper until allowed.
2. Read the directions question carefully. Reference to the Assessment Officer if there is confusion.
3. Any damage to equipment / material should be informed to the Assessment Officer.
4. Candidates are prohibited from bringing out the question paper.
5. Candidates are required to perform tasks given within the prescribed period.

KERTAS PENILAIAN PRESTASI INI MENGANDUNGI 4 MUKASURAT BERCETAK.

This performance assessment contains 4 printed pages.

SULIT / CONFIDENTIAL**A. TITLE**

Designing layout.

B. ASSIGNMENT

- I. You are required create a Android project similar to the one below using Eclipse software and make the work as directed, by using tools, equipment and materials should be appropriate for activities.

C. DAWING, DATA AND TABLE :

No

D. EQUIPMENT/MATERIALS/TOOL PROVIDED:

1. Computer
2. Microsoft Office Word / Excel 2007 Software
3. Android programming software: Eclipse
4. Printer

E. TIME: 3 HOURS**F. ASSESSMENT CRITERIA**

Your performance will be evaluated based on the following criteria:

1. **Major Evaluation** : Production Process of Android project
2. Work Process: Work process from planning to execution of the project.
3. Work Result:
 - a. Complete information
 - b. Document and information compiled
 - c. Accuracy of the time
4. Attitude/Safety/Environment
 - a. Machinery / equipment
 - b. Self Safety and environment

SULIT / CONFIDENTIAL

Marking Scheme for Performance Evaluation:

CANDIDATE NAME:		NRIC NUMBER:	
TIME START:	TIME END:	DATE:	
MARKING SCALE:			
0 = Not Performed/Wrong; 1 = Unsatisfactory; 2 = Satisfactorily; 3 = Very Satisfactory			
SECTION	EVALUATION CRITERIA	MARKS	
1.	Major Evaluation (60%)	Tick (/) in the space accept and not accept for this critical item:	
		ACCEPT	NOT ACCEPT
	1.1 Production Process of Android project		
	(*Critical Criteria: 60 points are given if all the critical items on the receipt and marks 0 if there are one or more critical items are not accepted)		
	Total Marks Of Section 1 (60%)		
2.	Work Process (25%)		
	2.1 Connect to the Service.		
	2.2 New Android Project		
	2.3 Add Controls		
	2.4 Access the Layout Editor		
	2.5 Change the text of TextView		
	2.6 Executed the Application		
	Total Marks Given		
	Full Marks		
	Total Marks Of Section 2 (25%)		
3.	Work Result (10%)		
	3.1 Complete information within the prescribed period		
	3.2 Document and information compiled		
	3.3 Management with relevant, accurate, reliable, valid, and current information.		
	3.4 Proper Recordkeeping and Documentation		
	3.5 Understand the cost beyond (purchase price)		
	Total Marks Given		

	Full Marks	
	Total Marks Of Section 3 (10%)	
SECTION	EVALUATION CRITERIA	MARKS
4.	Attitude/Safety/Environment (5%)	
	4.1 Present an accurate assessment	
	4.2 Information collected, processed and inspected in accordance with the requirements.	
	4.3 Equipment is operated in accordance with the proper technique & safe and arrange tidy after use.	
	4.4 Dressed in accordance with safety procedures.	
	4.5 Work environment clean and tidy after work is done	
	Total Marks Given	
	Full Marks	
	Total Marks Of Section 4 (5%)	
TOTAL SCORES (Section 1 + Section 2 + Section 3 + Section 4)		

Result: Skilled / Unskilled *

(* Potong yang mana tidak berkenaan/* delete whichever is not applicable)

NAMA PEGAWAI PENILAI ASSESSOR'S NAME	
TANDATANGAN PEGAWAI PENILAI ASSESSOR'S SIGNATURE	
TARIKH/DATE	
ULASAN/REVIEW (JIKA ADA/IF AVAILABLE)	