Assessment checklist

Unit assessment: candidate's assessment record

H172 35 — Systems Development: Object Oriented Analysis and Design

Class | Candidate's name

Group | Candidate's ID

Outcome 1
Assessment task 1

Record of Performance

Evidence Requirements

Candidates will need to provide evidence to demonstrate their knowledge by showing that they can identify and critically analyse object oriented concepts, models, techniques and life cycle stages of object oriented design as detailed below.

- Objects and classes.
- Attributes and operations.
- Abstraction, encapsulation and data hiding.
- Inheritance.
- Polymorphism.
- Association.
- Aggregation.
- Collaboration.
- Coupling.
- Cohesion.
- The purpose of use case, class, and sequence diagrams.
- The system life cycle for an object oriented systems development method.

Satisfactory/Unsatisfactory | Comments

The comment column can be used to highlight any re-assessment that may be needed.

Overall comments

Assessor's signature _____ **Date** _____

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Outcomes 2 and 3
Assessment task 2

Record of Performance

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- analyse a problem statement and identify requirements
- identify classes, attributes and operations using either CRC cards or natural language analysis
- produce a static model of a system by producing a class diagram that includes:
  - visibility of attributes and operations (private, public, protected)
  - specification of appropriate association, aggregation and inheritance relationships between classes
- construct a use case diagram which models use cases, actors, and associations between actors and use cases
- construct a minimum of four use case scenarios which include pre and post conditions, trigger event and the best case scenario flow of events. Alternative or exceptional behaviour must be included in one or more use case scenarios
- validate requirements using use case scenarios and user interface walkthroughs
- construct a sequence diagram which shows the flow of messages between three or more objects, for one use case
- construct one other interaction diagram. This could be one of any of the following: activity, collaboration, statechart, component. The diagram must be appropriate for the scenario

Satisfactory/Unsatisfactory | Comments

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