

Template for CBQ units

Unit	Object oriented computer programming 1	
SSC Code	OOP1	
SQA Code	H3AA 04	
SCQF Level	5	
SCQF Credit Value	8	
Guided Learning Hours		
Unit summary		
Learning Outcomes The learner will:	Assessment Criteria	
1. Implement software using object oriented programming	1.1 Select, declare and initialise variable and data structure types and sizes to meet given requirements 1.2 Define relationships between objects 1.3 Implement object behaviours using control structures 1.4 Declare file structures 1.5 Use standard input/output commands 1.6 Use operators and predefined functions 1.7 Make effective use of an Integrated Development Environment (IDE)	
2. Refine an object oriented program to improve quality	2.1 Follow an agreed standard for naming, comments and code layout 2.2 Implement data validation for inputs 2.3 Implement error handling and reporting 2.4 Create on-screen help to assist the users of a computer program	
3. Test the operation of an object	3.1 Use the debugging facilities available in the	

oriented driven program	<p>IDE</p> <p>3.2 Determine expected test results from given test data</p> <p>3.3 Compare actual results against expected results to identify discrepancies</p>
Additional information about the unit	
Guidance on approaches to assessment	Further guidance is set out in the CBQ Assessment principles developed by e-skills UK and agreed by the Joint Awarding Body Forum.
Details of the relationship between the unit and relevant National Occupational Standards or other professional standards	This unit is based on the e-skills UK NOS for IT professionals (PROCOM) available from www.e-skills.com/nos
Location of the unit within the subject/sector classification system	IT Professional
Name of the organisation submitting the unit	e-skills UK