

## Template for CBQ units

Unit	<b>Event driven computer programming 1</b>	
SSC Code	EDP1	
SQA Code	H3A3 04	
SCQF Level	5	
SCQF Credit Value	8	
Guided Learning Hours		
Unit summary		
<b>Learning Outcomes</b> The learner will:	<b>Assessment Criteria</b>	
1. Implement software using event driven programming	1.1 Declare and initialise variable and data structure types and sizes to implement given requirements  1.2 Assign properties to screen components  1.3 Associate events, including parameter passing, to screen components  1.4 Implement event handling using control structures  1.5 Declare file structures  1.6 Use standard input/output commands to implement design requirements  1.7 Use operators and predefined functions  1.9 Use an Integrated Development Environment (IDE)	
2. Refine an event driven 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 documentation to assist the users of a computer program	

<p>3. Test the operation of an event driven program</p>	<p>3.1 Use the debugging facilities available in the IDE</p> <p>3.2 Determine expected test results from given test data</p> <p>3.3 Compare actual test results against expected results to identify discrepancies</p>
<p>Additional information about the unit</p>	
<p>Guidance on approaches to assessment</p>	<p>Further guidance is set out in the CBQ Assessment principles developed by e-skills UK and agreed by the Joint Awarding Body Forum.</p>
<p>Details of the relationship between the unit and relevant National Occupational Standards or other professional standards</p>	<p>This unit is based on the e-skills UK NOS for IT professionals (PROCOM) available from <a href="http://www.e-skills.com/nos">www.e-skills.com/nos</a></p>
<p>Location of the unit within the subject/sector classification system</p>	<p>IT Professional</p>
<p>Name of the organisation submitting the unit</p>	<p>e-skills UK</p>