

## Template for CBQ units

Unit	<b>Event driven computer programming 2</b>	
SSC Code	EDP2	
SQA Code	H3A4 04	
SCQF Level	6	
SCQF Credit Value	12	
Guided Learning Hours		
Unit summary		
Learning Outcomes The learner will:	Assessment Criteria	
1. Implement a software design using event driven programming	<p>1.1 Identify the screen components and data and file structures required to implement a given design</p> <p>1.2 Select, declare and initialise variable and data structure types and sizes to implement design requirements</p> <p>1.3 Select and assign properties to screen components to implement design requirements</p> <p>1.4 Select and associate events (including parameter passing) to screen components to implement design requirements</p> <p>1.5 Implement event handling using control structures to meet the design algorithms</p> <p>1.6 Select and declare file structures to meet design file storage requirements</p> <p>1.7 Select and use standard input/output commands to implement design requirements</p> <p>1.8 Make effective use of operators and predefined functions</p> <p>1.9 Make effective use of an Integrated Development Environment (IDE) including code and screen templates</p>	

<p>2. Refine an event driven program to improve quality</p>	<p>2.1 Use an agreed standard for naming, comments and code layout</p> <p>2.2 Define user functions to replace repeating code sequences</p> <p>2.3 Implement data validation for inputs</p> <p>2.4 Identify and implement opportunities for error handling and reporting</p>
<p>3. Test the operation of an event driven program</p>	<p>3.1 Make effective use of the debugging facilities available in the IDE</p> <p>3.2 Prepare a test strategy</p> <p>3.3 Select suitable test data and determine expected test results</p> <p>3.4 Record actual test results to enable comparison with expected results</p> <p>3.5 Analyse actual test results against expected results to identify discrepancies</p> <p>3.6 Investigate test discrepancies to identify and rectify their causes</p>
<p>4. Document an event driven program</p>	<p>4.1 Create on-screen help to assist the users of a computer program</p> <p>4.2 Create documentation for the support and maintenance of a computer program</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>