

BTEC L3 90 Credit Diploma in IT

Responsible Team: **Computing**

Module Title:	Event Driven Programming	Internal Verifier	S. Kavavadra
Module Tutor:	Dr Derek Peacock	Course Code	FL390COMP/17
Assignment Title/No:	Assignment 2 of 4	Module Code	Unit 14
Submission date/week:	27/04/18	Hand out Date	02/11/17

Submission instructions

To be submitted by 11.55pm on Friday 27th April electronically via Cloud using links provided.

Learning Outcomes

- Be able to use the tools and techniques of an event driven language

Tasks

You have recently been employed by Custom IT solutions, a local company providing IT software solutions to businesses in the area.

As a newly employed junior programmer in the team, Custom IT Solutions has asked you to do some investigative work into Event Driven Programming which will lead to you creating an application for one of their customers.

This assignment will use the concepts of event driven programming that you have learned to carry out the implementation of your project.

TASK 1

You have been provided with a set of programming exercises by the company so that they can determine your level of programming skill.

For three of the programming exercises, you will need to complete the following:

- **Screenshots** of the form you designed showing it in action.
- **A code listing**
- Descriptions of the **tools and techniques** that you used in each program

This work is to be word processed and presented in the form of a report.

Note: very simple programs may not provide sufficient testing opportunities, so look to use some of the more complicated exercises to show your testing evidence.

Tools and techniques to highlight include:

- Use of the toolbox and controls that you used
- Selection
- Loops
- Event handlers (showing the event handler code for at least one of your programs)
- Triggers
- Objects and object properties

In addition, you must show the **debugging tools** in the language.

(P2)

TASK 2

For the three programs you have documented in task 1, explain why you used each of the tools that you did during the production of the program.

You should include:

- Details of the objects you selected for your forms and reasons for including them.
- Properties of the objects that you selected for your form.
- Debugging tools that you used to find errors in your code.

Include at least half a page of reasons for using these tools and techniques for each of the programs. Again, using the larger programs may help you provide a better answer for this question.

(M2)

Format for submission

Task 1: Report showing screenshot, code listing and descriptions of tools and techniques for each of 3 programming exercises.

Task 2: Additional report based upon exercises used in task 1.

Suggested Methods

Undertake practical programming work using the exercises provided and record evidence. Use design tools including an IDE to design an application.

Useful Sources

Websites.

- See Cloud for any useful sites

Textbooks

- See Cloud for recommended texts

Magazines and Journals

- You may find trade publications useful. Some vendors may provide materials of use.

Assessment and Grading Criteria

P2 demonstrate the use of event driven tools and techniques

M2 give reasons for the tools and techniques used in the production of an event driven application
[IE2, IE6]