

061006T4ICT
ICT TECHNICIAN LEVEL 6
IT/OS/ICT/CR/11/6
DEVELOP MOBILE APPLICATION
July/August 2024



**TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION
COUNCIL (TVET CDACC)**

PRACTICAL ASSESSMENT

TIME: 3 HOURS

OBSERVATION CHECKLIST

INSTRUCTIONS TO THE ASSESSOR

1. You are required to mark the practical as the candidate performs the tasks.
2. You are required to take video clips at critical points.
3. Ensure the candidate has an identification tag showing Candidate's name and registration code.

This guide consists of FIVE (5) printed pages.

Assessor should check the guide to ascertain that all the pages are printed as indicated

OBSERVATION CHECKLIST

Candidate's Name			
Registration Code			
Assessor's Name			
Assessor's Code			
Unit(s) of Competency	Develop Mobile Application		
Venue of Assessment			
Date of assessment			
<i>(Indicate the marks available and marks obtained respectively. Award marks appropriately as guided for in the items for evaluation indicated. Give a brief comment where necessary)</i>			
Items to be evaluated	Marks available	Marks obtained	Comments
TASK 1			
1. Switched on computer and Started IDE (any editor window). <i>(Award 1 mark for switching computer on, and a mark for starting the IDE)</i>	2		
2. Started a new android studio project. Entered application particulars; name, package information and location of the project <i>(Award 1 mark for starting a new project, one mark for entering the particulars)</i>	2		
3. Checked whether <i>main_activity.java</i> and <i>activity_main.xml</i> files are present. <i>(Award 2 marks for each of the two files checked)</i>	2		
4. Written code or dragged 4 components for UI to prompt the user to enter two integers			

A + B <i>(Award 3marks for correct code and 2marks for dragged components for UI A + B)</i>	5		
5. Written code or dragged 4 components for UI for performing A + B = <i>(Award 3marks for correct code and 2marks for dragged components for UI)</i>	5		
6. Written code or dragged 4 components for UI for performing A - B = <i>(Award 3marks for correct code and 2marks for dragged components for UI)</i>	5		
7. Written code or dragged 4 components for UI for performing A / B = <i>(Award 3marks for correct code and 2marks for dragged components for UI)</i>	5		
8. Written code or dragged 4 components for UI for performing A X B = <i>(Award 3marks for correct code and 2marks for dragged components for UI)</i>	5		
9. Checkedfinal design appearance for labeling to direct users. <ul style="list-style-type: none"> • A + B= • A - B= • A / B= • A X B= <i>(Award 1 mark for each)</i>	4		
10. Documented by explaining the program codes by commenting in <i>MainActivity.java</i> file. <i>(Award 1 mark for any comments max 2 marks)</i>	2		

TASK 2: TESTING THE APPLICATION			
11. Created AVD for testing. <i>(Award 1 mark or zero)</i>	1		
12. Debugged the codes. <i>(Award 3 marks or zero)</i>	3		
13. Launched the emulator successfully. <i>(Award 1 mark or zero)</i>	1		
14. Clicked run to run application on the emulator. <i>(Award 1 mark or zero)</i>	1		
15. Used test data to test the input of (customer name, address, telephone, Date of birth and town) <i>(Award 1 mark for each input)</i>	5		
16. Confirmed output from tested data (the customer name, address, telephone, Date of birth and town) is correct. <i>(Award 2 marks or zero)</i>	2		
Total	50		
ASSESSMENT OUTCOME			
The candidate was found to be:			
Competent <input type="checkbox"/> Not yet competent <input type="checkbox"/>			
<i>(Please tick as appropriate)</i>			
<i>(The candidate is competent if the candidate obtains at least 50%)</i>			
Feedback from candidate:			

Feedback to candidate:	
Candidate's Signature	Date
-----	-----
Assessor's Signature	Date
-----	-----

THIS IS THE LAST PRINTED PAGE