# 2011 Software Development Unit 3

**Outcome 2:** Represent a software design and apply a range of functions and techniques using a programming language to develop a prototype solution to meet a specific need.

Total Marks: 60

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| Criteria | | Allocated Marks | Teacher’s Comments | |
| 1. From the design specifications, a) sketch all the input and output screens or  forms b) write an algorithm to show any relevant   calculation modules | | 3  8 |  | |
| 1. From the design specifications create a data dictionary to a) define the data elements b) represent the data structures | | 5  4 |  | |
| 1. Create a complete set of evaluation criteria for evaluating the efficiency and effectiveness of the solution | | 4 |  | |
| 1. Design a Testing Table to test the program with contains an appropriate range of test data | | 5 |  | |
| 1. Use an appropriate programming language to: | | | | |
| * 1. develop an efficient and effective user interface that meets the users need | 3 | | |  |
| * 1. use advanced data structures such as arrays, records and files as required | 5 | | |  |
| * 1. use program control structures: selection, iteration and sequencing in a working module. | 5 | | |  |
| * 1. create multiple modules to process the data in the arrays and files | 5 | | |  |
| * 1. use meaningful object and variable names that follow relevant naming conventions. | 4 | | |  |
| * 1. write informative internal documentation. | 4 | | |  |
| 1. Provide evidence that the module meets the design specifications by using suitable test data. | 5 | | |  |
| Total: | 60 | | |  |