Systems and Principles Unit Syllabus

Level 2 Creating an event driven computer program using Visual Basic

7540-006

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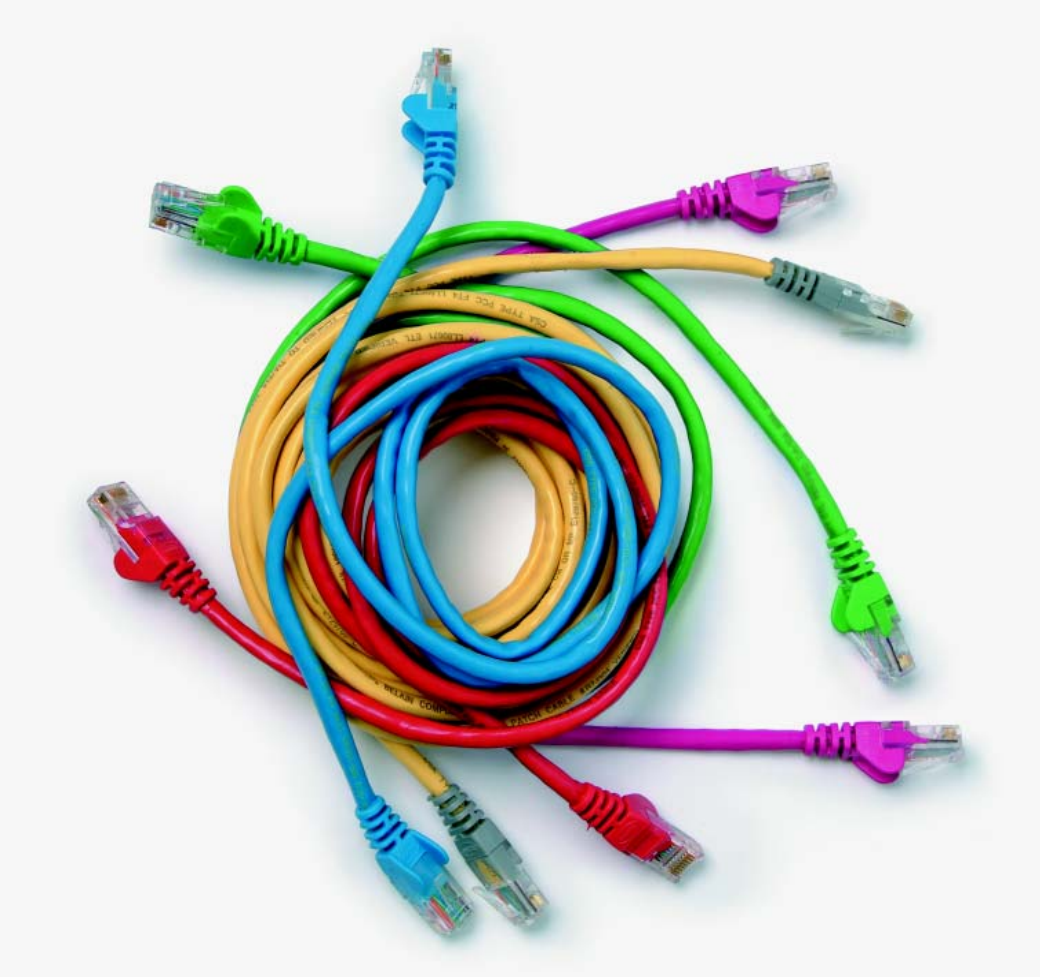
October 2010
Version 2.0



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Unit 006 Creating an event driven computer program using Visual Basic

Syllabus Overview

Unit accreditation number **T/601/3177**

Credit value **7**

Rationale

This unit introduces the fundamental concepts of event driven computer languages and their use to implement, refine and test a computer program.

Learning outcomes

There are **three** outcomes to this unit. The candidate will:

- Implement software using event driven programming
- Refine an event driven program to improve quality
- Test the operation of an event driven program

Guided learning hours

It is recommended that **60** guided learning hours should be allocated for this unit. This may be on a full time or part time basis.

Connections with other qualifications

This unit contributes towards the learning outcomes and assessment criteria required for the level 2 Diploma in ICT Professional Competence.

Assessment and grading

Assessment will be by means of a **set assignment** covering practical activities and underpinning knowledge.

Unit 006 Creating an event driven computer program using Visual Basic

Outcome 1 Implement software using event driven programming

Practical activities

The learner will be able to

1 declare and initialise variable and data structure types and sizes to implement given requirements
2 assign properties to screen components
3 associate events, including parameter passing, to screen components
4 implement event handling using control structures
5 declare file structures
6 use standard input/output commands to implement design requirements
7 use operators and predefined functions
8 use an Integrated Development Environment (IDE)

Underpinning knowledge

The learner will be able to

- describe how variables of type integer and string are declared and initialised
- describe how a one-dimensional array can be declared, initialised and accessed
- explain how menu bars and menu items are set up using the Menu Editor
- explain how a control can be added to or removed from the toolbox
- describe the use of the following controls and their properties: CheckBox, CommandButton, CommonDialog, Frame, HScrollBar, Image, Label, Line, OptionButton, Shape, TextBox, Timer, VScrollBar
- explain the methods Move, Print and Refresh
- explain the use of shortcut keys in captions, menus and controls
- state how an event is assigned to a control and the types of events that can be assigned ie Change, Click, DblClick, MouseDown, MouseMove, MouseUp, Scroll, Timer
- describe control structures used for selection ie If, If ... Else, Select Case
- describe control structures for loops ie For … Next, Do While … Loop, Do … Loop While
- explain the structure of a sequential file and the methods of access ie Input, Output and Append
- describe the operation of the FreeFile and EOF functions and the Open and Close statements
- describe the relational operators < (less than), > (greater than), <= (less than or equal to), >= (greater than or equal to), = (equal to), <> (not equal to)
- describe the logical operators AND, OR, NOT
- describe the arithmetic operators ie + (add), - (subtract), * (multiply), / (divide)
- describe the assignment operator =

Unit 006 Creating an event driven computer program using Visual Basic

Outcome 2 Refine an event driven program to improve quality

Practical activities

The learner will be able to

1 follow an agreed standard for naming, comments and code layout
2 implement data validation for inputs
3 implement error handling and reporting
4 create documentation for the support and maintenance of a computer program

Underpinning knowledge

The learner will be able to

- describe the conventional use of indentation in code layout
- state that meaningful names should be used for forms and controls
- state that meaningful comments are inserted in code to aid understanding of the code
- state that data validation is performed on data entered into a program to prevent incorrect data causing incorrect results or a run-time error
- describe the types of data validation that can be performed such as presence check, range check, date check, type check (alphabetic or numeric), character count, check digit (modulus number), format check (eg AG145), use of a lookup table for defined values
- state the importance of trapping errors in a program so that the program does not crash at run-time
- state the types of error that can cause a run-time error eg division by zero, reading past end of file, reading from or writing to a file that has not been opened
- describe how screen prompts are used to provide information to a user about the actions that can be taken when an error occurs
- state that the purpose of technical documentation is to help the software developer support and maintain the software
- describe the contents of technical documentation ie program specification program listing and test results

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Outcome 3 Test the operation of an event driven program

Practical activities

The learner will be able to

1 use the debugging facilities available in the IDE
2 determine expected test results from given test data
3 compare actual results against expected results to identify discrepancies

Underpinning knowledge

The learner will be able to

- state that errors can be located when debugging a program by displaying the values held in variables
- state that test data should contain valid and invalid data
- state that testing is done to determine if a program executes correctly according to its specification and to aid in the location and correction of errors

Unit record sheet

Use this form to track your progress through this unit.

Tick the boxes when you have covered each outcome. When they are all ticked, you are ready to be assessed.

Outcome	✓	Date
1 Implement software using event driven programming	☐	
2 Refine an event driven program to improve quality	☐	
3 Test the operation of an event driven program	☐	

Candidate Signature ..... **Date** .....

City & Guilds Registration Number .....

Quality nominee (if sampled) ..... **Date** .....

Assessor Signature ..... **Date** .....

External Verifier Signature (if sampled) ..... **Date** .....

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