



Marsden State High School

Business Education- 11ITS

Semester
1
Date Given
Week Beginning 9 March 2009
Due Date
Week Beginning 20 April 2009

Familiar Application
Problem Solving
Communication

Name:	
Form:	
Teacher:	WATT
Head of Department:	FURLAN
Assessment: 1 (Formative) Minor Project (Group)	
Authorship Declaration	
I _____ claim authorship of the attached works. The works acknowledge all sources and do not breach copyright and plagiarism policy.	
Date Submitted: _____	
Students Signature: _____	
Task Conditions	
<ul style="list-style-type: none"> • Program: Delphi 7 • Time: 4 Weeks class time provided • Words: Min 1500 • This item must be submitted no later than 5 days after the week beginning date as teacher feedback (given as part of the learning process) will invalidate this assessment. Failure to do so will result in a Non-submission. • Failure to complete this item will result in automatic withdrawal of credit for this semester. i.e. The teacher will have insufficient evidence to make a valid judgment about coverage of this course of study. 	

Assessment 1 11 ITS

Competency	Date	Signature
<p>ICAU1128B Operate a personal computer</p> <ol style="list-style-type: none"> 1. Start the computer <ol style="list-style-type: none"> 1.1 Check <i>peripheral device</i> connections for correct position 1.2 Switch on power at both the power point and <i>computer</i> 2. Access basic system information <ol style="list-style-type: none"> 2.1 Insert user name and password as prompted and note access, privacy, security and related conditions of use displayed on introductory screens 2.2 Navigate through the <i>operating system</i> to access <i>system information</i> to identify system configuration and application versions in operation 2.3 Use <i>on-line help functions</i> as required 3. Navigate and manipulate desktop environment <ol style="list-style-type: none"> 3.1 Create and customise desktop icons 3.2 Select, open and close desktop icons to access <i>application programs</i> 3.3 Manipulate application windows and return desktop to original condition 4. Organise basic directory/folder structure and files <ol style="list-style-type: none"> 4.1 Create and name directories and subdirectories 4.2 Identify <i>attributes</i> of directories 4.3 Move subdirectories between directories 4.4 Rename directories as required 4.5 Access directories and subdirectories via different paths 5. Organise files for user and/or organisation requirements <ol style="list-style-type: none"> 5.1 Use <i>system browser</i> to search drives for specific files 5.2 Access the most commonly used types of files in the <i>directories</i> 5.3 Select, open and rename groups of files as required 5.4 Move files between directories 5.5 Copy files to <i>disk</i> 5.6 Restore deleted files as necessary 5.7 Erase and format <i>disks</i> as necessary 6. Print information <ol style="list-style-type: none"> 6.1 Add a printer if required and ensure correct <i>printer settings</i> 6.2 Change the default printer if appropriate 6.3 Print information from an installed printer 6.4 View and delete progress of print jobs as required 7. Shut down computer <ol style="list-style-type: none"> 7.1 Save any work to be retained and close all open application programs correctly 7.2 Shut down computer correctly 		
<p>ICAU2005B Operate computer hardware</p> <ol style="list-style-type: none"> 1. Identify computer hardware components <ol style="list-style-type: none"> 1.1 Identify <i>external hardware components</i> and <i>peripherals</i> 1.2 Identify <i>internal hardware components</i> 2. Understand the inter-relationship between computer hardware and software <ol style="list-style-type: none"> 2.1 Describe the functions of computer <i>hardware</i> and associated <i>OH&S standards</i> and <i>environmental considerations</i> around <i>hardware</i> use and disposal 2.2 Describe the function of a computer operating system 2.3 Describe the boot process 2.4 State the relationship between an application program, the operating system and <i>hardware</i> 2.5 State the general differences between the different <i>computer platforms</i> and their respective operating systems 2.6 Draw a simple block (schematic) diagram showing the interconnection of the various components of a computer 3. Use computer input equipment <ol style="list-style-type: none"> 3.1 Follow <i>OH&S standards</i> and <i>organisational policies</i> and procedures when using computer input equipment 		
<p>ICAU2006B Operate computing packages</p> <ol style="list-style-type: none"> 1. Use appropriate software <ol style="list-style-type: none"> 1.1 Select <i>software</i> appropriate to perform activity 1.2 Use <i>software</i> to produce required outcome using a range of features related to the activities 1.3 Save documents in appropriate directories/folders 2. Access, retrieve and manipulate data <ol style="list-style-type: none"> 2.1 Select and access <i>files</i> 2.2 Amend and save <i>files</i> according to requirements 2.3 Produce documents and <i>files</i> that meet organisational needs 2.4 Save <i>files</i> in appropriate directories/folders 2.5 Exit <i>software</i> correctly without loss of <i>data</i> 3. Access and use help functions within each application <ol style="list-style-type: none"> 3.1 Identify the help resources available for basic difficulties with the <i>software</i> 3.2 Access user help documentation and other resources for basic difficulties with the <i>software</i> 4. Use keyboard and equipment <ol style="list-style-type: none"> 4.1 Follow <i>OH&S standards</i> and regulations to avoid injury or illness 4.2 Use wrist rests and document holders where appropriate 4.3 Use monitor anti-glare and radiation reduction screens where appropriate 4.4 Ensure user <i>equipment</i> is maintained and free from defects that could cause injury 		
<p>ICAU2013B Integrate commercial computing packages</p> <ol style="list-style-type: none"> 1. Determine work requirements <ol style="list-style-type: none"> 1.1 Identify the requirement of the task 1.2 Select appropriate <i>software</i> and file formats 2. Produce required data/documents to new format <ol style="list-style-type: none"> 2.1 Create a mailing list using a database, spreadsheet or address book, and merge mailing list with another document 2.2 Use a conversion tool of a <i>software application package</i> to convert data from one <i>format</i> to another to enable additional work on the converted data 2.3 Save data to a new file <i>format</i> 2.4 Import <i>objects</i> from another <i>software application package</i> and modify as required to produce a required outcome 2.5 Export data to another <i>software application package</i> to produce a required outcome 2.6 Create a link between one <i>software application package</i> and another, and use this to update information to a document 		

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Criteria	Standard A	Standard B	Standard C	Standard D	Standard E
Familiar application <ul style="list-style-type: none"> knowledge simple application 	The student: <ul style="list-style-type: none"> recalls a wide range of facts, terminology, methods and procedures, concepts, processes and principles relating to software programming effectively selected and applied knowledge to produce a quality working application. 	The student: <ul style="list-style-type: none"> recalls a range of facts, terminology, methods and procedures, concepts, processes and principles relating to software programming consistently applied related knowledge to produce application. 	The student: <ul style="list-style-type: none"> recalls facts and terminology and some related methods and procedures, concepts, processes and principles relating to software programming applied related knowledge to produce valid application. 	The student: <ul style="list-style-type: none"> recalls facts, terminology, and related concepts relating to software programming applied knowledge to produce an application. 	<ul style="list-style-type: none"> The student recalls some facts and terminology relating to software programming
Problem solving <ul style="list-style-type: none"> analysis synthesis evaluation 	The student: <ul style="list-style-type: none"> provided comprehensive analysis to a unrehearsed and complex problem developed an effective and efficient solution to an unrehearsed and complex problem evaluated contexts, inputs, processes and products, with detailed justification and against appropriate criteria. 	The student: <ul style="list-style-type: none"> provided detailed analysis of unrehearsed and complex problem developed an effective solution to unrehearsed and complex problem evaluated contexts, inputs, processes and products, with justification and against appropriate criteria. 	The student: <ul style="list-style-type: none"> identifies, classifies and describes an unrehearsed problem developed a solution to unrehearsed problems evaluated contexts, inputs, processes and products against appropriate criteria. 	The student: <ul style="list-style-type: none"> identified and classified a simple problem produced a simple or partial solution to the problem evaluated superficially. 	The student identified a simple problem but was unable to provide a solution
Communication <ul style="list-style-type: none"> representing information using language 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the minor project which effectively integrated design principles used a wide vocabulary with discrimination and applied conventions of language to convey meaning appropriate to the minor project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the minor project which effectively integrated design principles used a wide vocabulary with discrimination and applied conventions of language to convey meaning appropriate to the minor project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the minor project which used some design principles used vocabulary and conventions of language to convey meaning appropriate to the minor project. 	The student: <ul style="list-style-type: none"> constructed and presented a report to accompany the minor project used language to convey meaning, although the meaning conveyed is not always appropriate to the minor project 	The student: <ul style="list-style-type: none"> presented a report used language, although meaning is sometimes unclear or inappropriate.

Dr Love

Background

The digital era has spawned new ways of meeting people and assessing whether they are your perfect match. Love Calculators have become a multi million dollar industry through mobile phones and online social networking sites like Bebo and Facebook. A love calculator takes simple information about two people including; personality traits, hobbies, interests and careers and then through a series of calculations assesses compatibility.

Task

In a work team of three (3) students you are required to create a “Love Compatibility Calculator” application. The design of the application is entirely based upon the decisions your group makes. You are required to develop the application using the DDE cycle. The entire process must be documented in Microsoft Word and will be a minimum of 1500 words. To ensure the equitable distribution of grades; each team member will need to submit their own documentation.

The DDE cycle is as follows:

Design

- identifying the problem
- assess the needs
- analysing tasks
- solution specification
- selection and application of appropriate design methodology

Develop

- use software development application to design the game
- implement the design
- implement systems
- develop support documentation and operations
- test for errors

Evaluate

- evaluate the contexts, inputs, processes and products.

Submission

The submission should include:

1. A completed application (Save to CD/DVD or cheap USB)
2. Title Page
3. Contents Page

Design Phase

4. Problem Definition
5. Needs Analysis
6. Task Breakdown
7. Objectives
8. Pseudo Code
9. Sketch of Design
10. Plan for Implementation (code/ programming structures to be used)

Develop Phase

11. Print Screen Application Interface
12. Code
13. Programming Notes/ Explanation of Code
14. Print Screen Errors

Evaluation Phase

15. Overall Application Design
16. Improvements
17. Feedback from Peers
18. Teamwork Log (attached)



