Instruction Sheet for the Candidate

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Test, Debug and use support libraries
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	**To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):** • Debug application using android studio debugger • Test Application e.g. using Junit • Make Application for backward compatible
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to

Minimum Evidence Required	**Debug application using Android Studio debugger**
	    1. Identify the type of bugs
	    2. Troubleshoot problems and debug code.
	Test Application using e.g. JUnit
	    1. Create local unit testing using e.g. JUnit
	    2. Build test cases
	    3. Run test
	Make Application for backward compatible
	    1. Identify Android Support libraries
	    2. Use support libraries to get backward compatible version of new Android features

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Test, Debug and use support libraries
Purpose of Assessment	Formative Assessment
Assessment Task	• Debug application using android studio debugger • Test Application using Junit • Make Application for backward compatible

I can………………

Performance Criteria	Yes	No
1. Identify the type of bugs	☐	☐
2. Troubleshoot problems and debug code.	☐	☐
3. Create local unit testing e.g. using Junit	☐	☐
4. Build test cases	☐	☐
5. Run test	☐	☐
6. Identify Android Support libraries	☐	☐
7. Use support libraries to get backward compatible version of new Android features	☐	☐

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Test, Debug and use support libraries
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YET COMPETENT** ☐ **Name of the Assessor**_____ **Assessor's code:** _____ **Signature:** _____

Assessment Summary (to be filled by the assessor)							
Activity	**Method**					**Result**	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment		✓					
Other Requirement							

Observation Checklist

Assessment Task	• Debug application using android studio debugger • Test Application using Junit • Make Application for backward compatible			
During the practical assessment, candidate demonstrated the following:		**Yes**	**No**	**Remarks**
1.	Explore the type of bugs			
2.	Troubleshoot problems and debug code.			
3.	Create local unit testing e.g. using Junit			
4.	Build test cases			
5.	Run test			
6.	Identify Android Support libraries			
7.	Use support libraries to get backward compatible version of new Android features			
Competent ☐		**Not Yet Competent** ☐		

Knowledge Assessment

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Test, Debug and use support libraries
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	**COMPETENT** ☐ **NOT YET COMPETENT** ☐ Name of the Assessor: _____ Assessor's code: _____ Signature of the Assessor: _____

Candidate's response is not required to be identical, but similar concepts and/or keywords must be used. Oral questioning may be used to clarify candidate understanding of topic and its application.

Questions (Candidate confidently answered questions correctly and demonstrated understanding of the topics and their application)	**Satisfactory**	**Not Satisfactory**
1. Define debugging.		
2. Name any two testing libraries.		
3. Name any user support libraries.		

			6
4.	Name any two types of testing.		
5.	What is the current version of JUnit?		
6.	What are the differences between HTML and XML?		

Feedback to the Candidate
Candidate's Signature_____ Assessor's Signature _____