Instruction Sheet for the Candidate

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Build robust UI for greater UX (user experience)
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):** • Use android UI components to handle controls • Make a user-friendly interface
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	**Use android UI components to handle controls** 1. Build activity on android studio 2. Use image buttons, clickable images and input controls in activity 3. Setup application bar and option menu in application. 4. Use alert dialog and date picker. 5. Add tabs to application. **Make a user-friendly interface** 1. Add drawables, styles and themes to app 2. Apply material design guidelines to lists and cards. 3. Apply material design colors. 4. Use resource layout folders in different orientations and screen sizes. 5. Use Espresso (a mechanism for recording user interactions) to test app's user interface.

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Build robust UI for greater UX (user experience)
Purpose of Assessment	Formative Assessment
Assessment Task	• Use android UI components to handle controls • Make a user-friendly interface

I can………………

Performance Criteria	Yes	No
1. Build activity on android studio		
2. Use image buttons, clickable images and input controls in activity		
3. Setup application bar and option menu in application.		
4. Use alert dialog and date picker.		
5. Add tabs to application.		
6. Add drawables, styles and themes to app		
7. Apply material design guidelines to lists and cards.		
8. Apply material design colors.		
9. Use resource layout folders in different orientations and screen sizes.		
10. Use Espresso(a mechanism for recording user interactions) to test app's user interface.		

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Build robust UI for greater UX (user experience)
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	• Use android UI components to handle controls • Make a user-friendly interface			
During the practical assessment, candidate demonstrated the following:		**Yes**	**No**	**Remarks**
1.	Build activity on android studio			
2.	Use image buttons, clickable images and input controls in activity			
3.	Setup application bar and option menu in application.			
4.	Use alert dialog and date picker.			
5.	Add tabs to application.			
6.	Add drawables, styles and themes to app			
7.	Apply material design guidelines to lists and cards.			
8.	Apply material design colors.			
9.	Use resource layout folders in different orientations and screen sizes.			
10.	Use Espresso (a mechanism for recording user interactions) to test app's user interface.			

Competent ☐ | **Not Yet Competent** ☐

Knowledge Assessment

Qualification	Android Developer **(Mobile App, Web & Game Development)**
Competency Standard	Build robust UI for greater UX (user experience)
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.	How to add vector images in android studio?		
2.	How to make alert dialog?		
3.	What is the purpose of resource folder?		

			6
4.	In which format we make styles for android applications?		
5.	Define UX/UI.		

Feedback to the Candidate

Candidate's Signature_____ **Assessor's Signature** _____