

## Instruction Sheet for the Candidate

<b>Qualification</b>	Android Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Build Mobile Application
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name_____
	Registration/Roll Number_____
<b>Guidance for Candidate</b>	<p><b>To meet this standard, you are required to complete the following within 04 Hrs. time frame (for practical demonstration &amp; assessment):</b></p> <ul style="list-style-type: none"> <li>• Build first Application</li> <li>• Build Application using different layouts and UI Components</li> <li>• Handle Intents</li> <li>• Create service</li> <li>• Configure Gradle</li> </ul>
<b>Time: 04 Hrs.</b>	During a practical assessment, under observation by an assessor, you are required to
<b>Minimum Evidence Required</b>	<p><b>Build first Application</b></p> <ol style="list-style-type: none"> <li>1. Create new project</li> <li>2. Choose suitable API and language</li> <li>3. Run first application to Emulator or a device</li> </ol> <p><b>Build Application using different layouts and UI Components</b></p> <ol style="list-style-type: none"> <li>1. Add views in the Constraint Layout editor</li> <li>2. Update the UI dynamically depending on user input</li> <li>3. Update Mobile application layout to perform well in portrait and landscape mode</li> <li>4. Write code in all lifecycle functions and observe the output</li> </ol> <p><b>Handle Intents</b></p> <ol style="list-style-type: none"> <li>1. Create new activities</li> <li>2. Start activities by sending an explicit Intents</li> <li>3. Start a new activity by sending an implicit intent that looks for an activity to handle the request.</li> </ol> <p><b>Create service</b></p> <ol style="list-style-type: none"> <li>1. Create service in android studio</li> <li>2. Transfer data between services and activities.</li> </ol> <p><b>Configure Gradle</b></p> <ol style="list-style-type: none"> <li>1. Configure Gradle files</li> <li>2. Add libraries</li> <li>3. Use the features of the Gradle Android plugin and build process.</li> <li>4. Build an Android app with free and paid product flavors.</li> </ol>

## Self-Assessment Checklist

<b>Candidate Name</b>	
<b>Registration No.</b>	
<b>Qualification</b>	Android Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Build Mobile Application
<b>Purpose of Assessment</b>	Formative Assessment
<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>• Build first Application</li> <li>• Build Application using different layouts and UI Components</li> <li>• Handle Intents</li> <li>• Create service</li> <li>• Configure Gradle</li> </ul>

I can.....

<b>Performance Criteria</b>	<b>Yes</b>	<b>No</b>
1. Create new project	<input type="checkbox"/>	<input type="checkbox"/>
2. Choose suitable API and language	<input type="checkbox"/>	<input type="checkbox"/>
3. Run first application to Emulator or a device	<input type="checkbox"/>	<input type="checkbox"/>
4. Add views in the Constraint Layout editor	<input type="checkbox"/>	<input type="checkbox"/>
5. Update the UI dynamically depending on user input	<input type="checkbox"/>	<input type="checkbox"/>
6. Update Mobile application layout to perform well in portrait and landscape mode	<input type="checkbox"/>	<input type="checkbox"/>
7. Write code in all lifecycle functions and observe the output	<input type="checkbox"/>	<input type="checkbox"/>
8. Create new activities	<input type="checkbox"/>	<input type="checkbox"/>
9. Start activities by sending an explicit Intents	<input type="checkbox"/>	<input type="checkbox"/>
10. Start a new activity by sending an implicit intent that looks for an activity to handle the request.	<input type="checkbox"/>	<input type="checkbox"/>
11. Create service in android studio	<input type="checkbox"/>	<input type="checkbox"/>
12. Transfer data between services and activities.	<input type="checkbox"/>	<input type="checkbox"/>
13. Configure Gradle files	<input type="checkbox"/>	<input type="checkbox"/>

14. Add libraries	<input type="text"/>	<input type="text"/>
15. Use the features of the Gradle Android plugin and build process.	<input type="text"/>	<input type="text"/>
16. Build an Android app with free and paid product flavors.	<input type="text"/>	<input type="text"/>

Candidate's Signature\_\_\_\_\_ Assessor's Signature\_\_\_\_\_

Date: \_\_\_\_\_

## Assessors Judgment Guide

<b>Qualification</b>	Android Developer ( <b>Mobile App, Web &amp; Game Development</b> )
<b>Competency Standard</b>	Build Mobile Application
<b>Purpose of Assessment</b>	Formative Assessment
<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Signature: _____
<b>Assessment Outcome</b>	<div style="display: flex; justify-content: space-around; align-items: center;"> <span>COMPETENT <input type="checkbox"/></span> <span>NOT YET COMPETENT <input type="checkbox"/></span> </div> 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

<b>Assessment Task</b>	<ul style="list-style-type: none"> <li>Build first Application</li> <li>Build Application using different layouts and UI Components</li> <li>Handle Intents</li> <li>Create service</li> <li>Configure Gradle</li> </ul>			
<b>During the practical assessment, candidate demonstrated the following:</b>		<b>Yes</b>	<b>No</b>	<b>Remarks</b>
1.	Create new project			
2.	Choose suitable API and language			
3.	Run first application to Emulator or a device			
4.	Add views in the Constraint Layout editor			
5.	Update the UI dynamically depending on user input			
6.	Update Mobile application layout to perform well in portrait and landscape mode			
7.	Write code in all lifecycle functions and observe the output			
8.	Create new activities			
9.	Start activities by sending an explicit Intents			
10.	Start a new activity by sending an implicit intent that looks for an activity to handle the request.			
11.	Develop service in android studio			
12.	Transfer data between services and activities.			
13.	Configure Gradle files			
14.	Add libraries			
15.	Use the features of the Gradle Android plugin and build process.			
16.	Build an Android app with free and paid product flavors.			
<b>Competent</b> <input type="checkbox"/>		<b>Not Yet Competent</b> <input type="checkbox"/>		

## Knowledge Assessment

<b>Qualification</b>	Android Developer ( <b>Mobile App, Web &amp; Game Development</b> )
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<b>Candidate Details</b>	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
<b>Assessment Outcome</b>	<div style="display: flex; justify-content: space-around; align-items: center;"> <span><b>COMPETENT</b> <input type="checkbox"/></span> <span><b>NOT YET COMPETENT</b> <input type="checkbox"/></span> </div> 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.	Name any four different views in android.		
2.	Define Android Activity.		
3.	What is android View group?		

4.	Define intents.		
5.	What is the use of URI in intents?		
6.	What is the use of R class?		
7.	Differentiate between implicit and explicit intent.		
8.	What is the use of Gradle?		

Feedback to the Candidate	

**Candidate's Signature**\_\_\_\_\_ **Assessor's Signature** \_\_\_\_\_