

Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Event Driven Programming

Graded Unit Reference Number: GA33COM09

Ungraded Unit Reference Number: UA33COM09

Module: Computing

Level: 3

Credit Value: 3

Minimum Guided Learning Hours: 30

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Understand the principles of event driven programming	1.1 For a given, simple, event driven program identify the 'main loop' of the program, the event handlers (procedures) and the range of events handled by the program
	1.2 Identify a range of events produced by a standard mouse and keyboard and by a range of external sensors
	1.3 For a given event driven program select and use test data to determine the output of the program for a range of valid and invalid data
	1.4 Explain the reason for exception handlers and give examples of their use
2. Use event driven programming to solve a problem	2.1 From a problem definition, identify a range of events that need to be captured
	2.2 Use structure diagrams, including pseudo code, to define the event handlers and exception handlers required by the program to solve a problem
	2.3 Program a solution using an appropriate programming language using suitable comments throughout to clarify functionality

2.4 Compile, run and debug an event driven program

2.5 Select appropriate test data to check the functionality of an event-driven program and make modifications as appropriate