

Access to H.E. National Programme Unit



Unit Title:	Event Driven Programming		
Graded Unit Code:	GA33COM09	Ungraded Unit Code:	UA33COM09
Pathway(s):	Computing Hospitality, Leisure and Tourism		
Module(s):	Computing		
Level:	3	Credit Value:	3
Valid from:	1 st August 2014	Valid to:	31 st July 2024

The following QAA grade descriptors must be applied if you are delivering the graded version of this unit:

1	Understanding of the subject
2	Application of knowledge
3	Application of skill
7	Quality

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	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

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LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
	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