

## OBSERVATION CHECKLIST

<b>Candidate's Name &amp; Registration Code</b>			
<b>Assessors Name &amp; Registration Code</b>			
<b>Venue of Assessment</b>			
<b>Date of Assessment</b>			
<b>Items to be Evaluated:</b> <i>Kindly award marks as appropriate. Give a brief comment on your observation.</i>	<b>Marks Available</b>	<b>Marks Obtained</b>	<b>Comments</b>
<b>TASK 1:</b>			
1. Switched on computer and started IDE calculator <i>(Award 2 mark or zero)</i>	<b>2</b>		
2. Started a new android studio project. Created a new project and name it <i>(Award 2 mark or zero)</i>	<b>2</b>		
3. Checked whether <i>main_activity.java</i> and <i>activity_main.xml</i> files are present. <i>(Award 2 mark or zero)</i>	<b>2</b>		
4. Set up appropriate layout as required <i>(Award 3 mark or zero)</i>	<b>3</b>		
5. Added the following components for input and display <ul style="list-style-type: none"> <li>• EditText</li> <li>• Buttons</li> <li>• TextView</li> </ul> <i>(Award 3 marks for each or zero)</i>	<b>3</b>  <b>3</b>  <b>3</b>		
6. Defined the inputs for the following <ul style="list-style-type: none"> <li>• EditText</li> <li>• Button</li> </ul> <i>(Award 2 marks for each or zero)</i>	<b>2</b>  <b>2</b>		

7. Implemented setOnClickListener for the arithmetic buttons <ul style="list-style-type: none"> <li>• Multiplication</li> <li>• Addition</li> <li>• Subtraction</li> <li>• Reset/clear</li> </ul> <i>(Award 2 marks for each or zero)</i>	2 2 2 2		
8. Defined components for output <i>(Award 2 marks for each or zero)</i>	2		
9. Ensured buttons and text are easily readable <i>(Award 3 marks for each or zero)</i>	3		
10. Implemented UI for the design <i>(Award 2 marks for each or zero)</i>	2		
11. Implemented logic using java for addition in the activity <i>(Award 3 marks for each or zero)</i>	3		
12. Implemented logic using java for multiplication in the activity <i>(Award 3 marks for each or zero)</i>	3		
13. Implemented logic using java for division in the activity <i>(Award 3 marks for each or zero)</i>	3		
14. Tested each component for functionality <ul style="list-style-type: none"> <li>• Addition</li> <li>• Multiplication</li> <li>• Subtraction</li> <li>• Reset</li> </ul> <i>(Award 2 marks for each or zero)</i>	2 2 2 2		

15. Checked final design appearance for labeling to direct users <i>(Award 2 marks for each or zero)</i>	<b>2</b>		
16. Debugged the codes to identify errors <i>(Award 2 marks for each or zero)</i>	<b>2</b>		
17. Tested the application using test data <ul style="list-style-type: none"> <li>• Wrong data</li> <li>• True data</li> </ul> <i>(Award 2 marks for each or zero)</i>	<b>2</b> <b>2</b>		
18. Saved the program <i>(Award 1 mark)</i>	<b>2</b>		
<b>GRAND TOTAL</b>	<b>65</b>		
<b>ASSESSMENT OUTCOME</b>			
The candidate was found to be: Competent <input type="checkbox"/> Not yet Competent <input type="checkbox"/> <i>(Please tick as appropriate)</i> <i>(The candidate is competent if the candidate obtains at least 50%)</i>			
<b>Feedback from the Candidate:</b>			
<b>Feedback to the Candidate:</b>			
<b>Candidate Signature</b>		<b>Date:</b>	
_____		_____	

<b>Assessor's Signature</b> _____	<b>Date</b> _____
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