West Virginia CTE

Coding, App and Game Design I - 1456

Analyze Programming Problems and Flowcharts Solutions	1	Analyze user requirements for a given outcome 1456.1
	2	Determine input and output formats for a program 1456.2
	3	Determine the flow of data through a network 1456.3
	4	Identify and describe a data flow diagram 1456.4
	5	Identify and describe a process logic diagram 1456.5
	6	Describe the system development cycle (i.e., code management, ongoing revisions) 1456.6
Skillset Name	7	Determine where data is to be accessed/stored 1456.7
	8	Design data storage and layout 1456.8
	9	Apply principles of quality, efficient programming 1456.9
	10	Explain the importance of a design review 1456.10
	11	Apply implementation plans for a new system 1456.11
	12	Assess ongoing impact of existing systems 1456.12
Code Programs	13	Determine the variables and data types for a program 1456.13
	14	Prepare and code routines using structured logic 1456.14
	15	Identify various programming languages 1456.15
	16	Apply appropriate computer language syntax 1456.16
	17	Explain unit testing requirements 1456.17
	18	Document appropriate comments and programmer notes 1456.18
Te		Explain system testing requirements 1456.19

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	20	Design and analyze test plan for use in program testing 1456.20
	21	Test programs and evaluate results for accuracy 1456.21
	22	Correct programming errors discovered during testing 1456.22
	23	Identify appropriate debugging tools 1456.23
Maintain Programs	24	Change existing programs when requirements change 1456.24
	25	Correct existing program errors 1456.25
	26	Update documentation for existing programs 1456.26
	27	Provide user instructions on program modifications 1456.27
Complete User Documentation and Technical Writing	28	Develop documentation narrative 1456.28
	29	Define data use and storage 1456.29
	30	Develop online help for users 1456.30
General Information and Concepts	31	Apply general design and programming concepts 1456.31
	32	Identify various hardware platforms and run-time environments 1456.32
	33	Identify human aspects in information systems 1456.33
	34	Identify general information technology (IT) definitions and terms 1456.34
	35	Adhere to best programming practices and methodologies 1456.35
	36	Exhibit understanding of data hierarchy, access methods, and manipulation 1456.36