

Instruction Sheet for the Candidate

Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Develop Java based Solutions
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment): <ul style="list-style-type: none"> • Learn Java Libraries • Solve the Problems using Java
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to :
Minimum Evidence Required	Learn Java Libraries <ol style="list-style-type: none"> 1. List important Java libraries. 2. List the library features offering useful functionalities Solve the Problems using Java <ol style="list-style-type: none"> 1. Create new java project 2. Implement sequential structure 3. Implement conditional structure 4. Implement iterative structure 5. Define/write user define functions 6. Create the classes / interfaces as per program requirement 7. Write java code solving the problem

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Develop Java based Solutions
Purpose of Assessment	Formative Assessment
Assessment Task	<ul style="list-style-type: none"> • Learn Java Libraries • Solve the Problem using Java

I can.....

Performance Criteria	Yes	No
1. List important Java libraries.	<input type="checkbox"/>	<input type="checkbox"/>
2. List the library features offering useful functionalities	<input type="checkbox"/>	<input type="checkbox"/>
3. Create new java project	<input type="checkbox"/>	<input type="checkbox"/>
4. Implement sequential structure	<input type="checkbox"/>	<input type="checkbox"/>
5. Implement conditional structure	<input type="checkbox"/>	<input type="checkbox"/>
6. Implement iterative structure	<input type="checkbox"/>	<input type="checkbox"/>
7. Define/write user define functions	<input type="checkbox"/>	<input type="checkbox"/>
8. Create the classes / interfaces as per program requirement	<input type="checkbox"/>	<input type="checkbox"/>
9. Write java code solving the problem	<input type="checkbox"/>	<input type="checkbox"/>

Candidate's Signature_____ Assessor's Signature_____

Date: _____

Assessors Judgment Guide

Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Develop Java based Solutions
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Signature: _____
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> 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

Assessment Task	<ul style="list-style-type: none"> Learn Java Libraries Solve the Problem using Java 		
During the practical assessment, candidate demonstrated the following:	Yes	No	Remarks
1. List important Java libraries.			
2. List the library features offering useful functionalities			
3. Create new java project			
4. Implement sequential structure			
5. Implement conditional structure			
6. Implement iterative structure			
7. Define/write user define functions			
8. Create the classes / interfaces as per program requirement			
9. Write java code solving the problem			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>	

Knowledge Assessment

Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Develop Java based Solutions
Purpose of Assessment	Formative Assessment
Candidate Details	Name: _____ Registration/Roll Number: _____ Candidate Signature: _____
Assessment Outcome	<div style="display: flex; justify-content: space-around; align-items: center;"> COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> </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.	What are repetition structures?		
2.	Name any two conditional structures in Java.		
3.	Differentiate between a class and an instance.		

Feedback to the Candidate	
Candidate's Signature_____ Assessor's Signature _____	