

Instruction Sheet for the Candidate

Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Fix Error/Bugs in Program
Purpose of Assessment	Formative Assessment
Candidate Details	Name_____ Registration/Roll Number_____
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within 03 Hrs. time frame (for practical demonstration & assessment):</p> <ul style="list-style-type: none"> • Identify the error/bug • Remove the Syntax Error • Remove the Logical Error • Remove the Runtime Error
Time: 03 Hrs.	During a practical assessment, under observation by an assessor, you are required to
Minimum Evidence Required	<p>Identify the error/bug</p> <ol style="list-style-type: none"> 1. Identify the immediate line of code where bug occurs 2. Identify the line of code where bug actually occurs 3. Identify the Specie/Type of bug. <p>Remove the Syntax Error</p> <ol style="list-style-type: none"> 1. Identify the line of code where bug actually occurs. 2. Correct the error according to Java Syntax. <p>Remove the Logical Error</p> <ol style="list-style-type: none"> 1. Make a hypothesis without looking at code 2. Identify key variables and Conditions 3. Re-Write the suspicious code <p>Remove the Runtime Error</p> <ol style="list-style-type: none"> 1. Change the input values 2. Make sure you have enough memory/storage 3. Re-compile your program

Self-Assessment Checklist

Candidate Name	
Registration No.	
Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Fix Error/Bugs in Program
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Assessment Task	<ul style="list-style-type: none"> • Identify the error/bug • Remove the Syntax Error • Remove the Logical Error • Remove the Runtime Error

I can.....

Performance Criteria	Yes	No
1. Identify the immediate line of code where bug occurs	<input type="checkbox"/>	<input type="checkbox"/>
2. Identify the line of code where bug actually occurs	<input type="checkbox"/>	<input type="checkbox"/>
3. Identify the Specie/Type of bug	<input type="checkbox"/>	<input type="checkbox"/>
4. Identify the line of code where bug actually occurs.	<input type="checkbox"/>	<input type="checkbox"/>
5. Correct the error according to Java Syntax.	<input type="checkbox"/>	<input type="checkbox"/>
6. Identify key variables and Conditions	<input type="checkbox"/>	<input type="checkbox"/>
7. Re-Write the suspicious code	<input type="checkbox"/>	<input type="checkbox"/>
8. Change the input values	<input type="checkbox"/>	<input type="checkbox"/>
9. Verify memory/storage as per requirement	<input type="checkbox"/>	<input type="checkbox"/>
10. Recompile your program	<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)
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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"> Identify the error/bug Remove the Syntax Error Remove the Logical Error Remove the Runtime Error 			
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Identify the immediate line of code where bug occurs			
2.	Identify the line of code where bug actually occurs			
3.	Identify the Specie/Type of bug			
4.	Identify the line of code where bug actually occurs.			
5.	Correct the error according to Java Syntax.			
6.	Identify key variables and Conditions			
7.	Re-Write the suspicious code			
8.	Change the input values			
9.	Verify memory/storage as per requirement			
10.	Recompile your program			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Knowledge Assessment

Qualification	Jr. Programmer JAVA (Mobile App, Web & Game Development)
Competency Standard	Fix Error/Bugs in Program
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.	Name any two examples of syntax errors.		
2.	What is meant by a logical error?		
3.	Which symbol is used as statement terminator in Java?		

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