

Hi,

Hope your day is going well. Below is an update showing Xxx's recent progress in IT. As usual, Xxx should be able to show you the feedback files referenced in the comments on request.

It is worth noting that some of the latter tasks have taken longer than anticipated and whilst the official due date for the 'Rock / paper / scissors' task was last week, I have extended the time on that task to allow students to do a good job. I am anticipating that most students who have not yet completed the task will do so the very near future.

At the start of this week students who had not completed the Statistics solver were told to move on to the Rock / Paper / Scissors task as that task is reasonably similar to our assessment task and at this stage completing it should have priority over the Statistics Solver task.

Our assessment starts on **Monday** and is due at 9:00 am on the 28<sup>th</sup> April.

<a href="#">Double / Half program</a> (23/05)	★★★★★	Perfect :)
<a href="#">Time Converter</a> (26/05)	★★★★★	Perfect :)
<a href="#">Times Table Generator</a> (31/05)	★★★★★	Perfect :)
<a href="#">Movie Problem</a> (07/06)	★★★★★	*Almost* perfect. The only thing missing is reference to the function that you used in your 'program flow'. Please see our model answer (red text / shaded rows in the variable table) for what also needs to be included.
<a href="#">Higher Lower</a> (14/06)	★★★★	Update: Thanks for uploading your complete testing / planning. This is now a solid 4 stars. Going forward please... Make sure that your testing shows the program looping successfully (in the first part of your plan this is not shown in the screenshots - talk to me if you are not sure what is missing) Ideally you need to show that users can lose the game (you could do this by changing the maximum number of guesses from 25 to something like 3 and then take screenshots showing that the game can be lost)
<a href="#">Fence Problem</a> (21/06)	★★★	Thanks for this. I can see that you are trying very hard and this is a great effort. I'd love to give you more stars but the first part of your test plan is problematic and I was not sure what you were testing. Please see my comments on your planning below as they will give you an insight into what you should do in the future. I love that you attempted a flowchart! Having said that, if you have 'steps' outlined in your document, then a flow chart is not required. We have not covered flow charting in class and yours was a valiant attempt. I've attached a model flow-chart just in case you are curious. The key things missing from your chart were a clear 'start' and end. Below are some more pointers...

		<p>Use rounded oblongs for the 'start' and 'end'</p> <p>Use parallelograms for input / output</p> <p>Use rectangles for processes</p> <p>Use double line boxes for functions</p> <p>Use diamonds for decisions</p> <p>Also, draw.io is a great, free flowcharting tool. Once you have selected a shape / arrow, you can just start typing to add text. You can also easily connect shapes and it will make arrows automatically. If you want a demonstration on how to use draw.io, let me know :)</p>
<a href="#">Statistics Solver</a> (07/07)	★★★★★	<p>Great job. I have commented on your planning / testing (see the google document on drive). You have followed the process brilliantly and produced an efficient program that works really well. I especially liked how you documented the development of the program and your incremental testing.</p> <p>The only thing that you did not test for is that users enter at least one piece of data. If they enter 'xxx' as the first item, the program crashes. I probably should have said something about this in the videos (oops). If you have time, see if you can make a quick 'version 4' which prevents the program from crashing / does not allow users to type 'xxx' if they have not entered any data.</p>
<a href="#">Rock / Paper / Scissors</a> (12/08)	-	

If you have any questions about Xxx's, please feel free to get in touch

Kind regards

Jennifer