A level computing project checklist

This is not exhaustive and there may be additional relevant information that you may wish to add. This is intended as a guide only.

# Front Matter

Title Page

Contents Page

# Analysis

Background to problem

What is the current situation?

Research other solutions

Description of solution

Includes interview with end user

SMART objectives (numbered and detailed)

Modelling the solution (description of data model, maths equations, includes prototype)

Acceptable limitations

# Design

Overview

Description of algorithms

Flow charts

Pseudo code

Structure chart

GUI design

UML diagrams (e.g. class structure diagrams)

Database design

SQL queries

ER diagrams

Hardware

Project log (for investigation)

# Technical solution

Complete code listing.

Code commented and annotated

For each objective code listing presented

Detailed description and annotation of complex algorithms and technically complex code

# Testing

Create testing table for each objective (see below)

Print screen of tests

Print screens of before and after of test failures

Video screen cast evidence of testing

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Objective number | Test no | Test description | Data type | Data value | Expected  Result | Actual result | Pass/fail | Improvement needed | Reference to evidence |
|  |  |  | Normal, erroneous  boundary |  |  |  |  |  |  |

# Evaluation

Evaluation each of the objectives

Seek feedback from end users

Respond to the user feedback

Identify what improvements you would make to the project

# References

Bibliography