

Course Assignment

1a) Inputs for Employee and Amplifier

Employee Details:	
Forename	Text
Surname	Text
Address	Text
Contact Num	Number
Driving license	Yes/No
Employee Number	Number

Amplifier Details:	
Serial Number	Text
Date Built	Date/Time
Time Completed	Date/Time
Model	Text
Passed Test	True/False
Employee Number	Number

1b) Completed Table for Amplifier

Attribute Name	Key	Type	Size	Required	Validation
Serial Number	Prim	Text	20	Y	Length= 10
Date Built	-	Date/Time	-	Y	-
Time Completed	-	Date/Time	-	Y	-
Model	-	Text	7	Y	= Jazz8 or Rock100 or Blue55
Test Passed	-	True/False	-	Y	-
Employee Number	Foreign	Number	-	Y	Lookup the employee table

Table: tblAmplifier

Page: 1

Properties

AlternateBackShade:	95	AlternateBackThemeColorIn	1
AlternateBackTint:	100	BackShade:	100
BackTint:	100	DatasheetForeThemeColorIn	0
DatasheetGridlinesThemeCol	3	DateCreated:	27/06/2017 14:13:34
DefaultView:	2	DisplayViewsOnSharePointSi	1
FilterOnLoad:	False	GUID:	{guid {D873FA0A-7CBE-44E7-9364-D9722EA31DF9}}
HideNewField:	False	LastUpdated:	27/06/2017 14:18:13
NameMap:	Long binary data	OrderByOn:	False
OrderByOnLoad:	True	Orientation:	Left-to-Right
PublishToWeb:	1	ReadOnlyWhenDisconnected	False
RecordCount:	0	ThemeFontIndex:	1
TotalsRow:	False	Updatable:	True

Columns

Name	Type	Size
serialNumber	Text	10
AggregateType:	-1	
AllowZeroLength:	True	
AppendOnly:	False	
Attributes:	Variable Length	
CollatingOrder:	General	
ColumnHidden:	False	
ColumnOrder:	Default	
ColumnWidth:	Default	
CurrencyLCID:	0	
DataUpdatable:	False	
DisplayControl:	Text Box	
GUID:	{guid {D96839DA-D029-404D-B29E-6CA70D8848C7}}	
IMEMode:	0	
IMESentenceMode:	3	
OrdinalPosition:	0	
Required:	True	
ResultType:	0	
SourceField:	serialNumber	
SourceTable:	tblAmplifier	
TextAlign:	General	
UnicodeCompression:	False	
ValidationRule:	Len([serialNumber])=10	
dateBuilt	Date/Time	8
AggregateType:	-1	
AllowZeroLength:	False	
AppendOnly:	False	
Attributes:	Fixed Size	
CollatingOrder:	General	
ColumnHidden:	False	
ColumnOrder:	Default	
ColumnWidth:	Default	
CurrencyLCID:	0	
DataUpdatable:	False	
GUID:	{guid {489AA740-B7B9-4CB6-A42D-9A9A21133D2F}}	
IMEMode:	0	
IMESentenceMode:	3	

Table: tblAmplifier

Page: 2

OrdinalPosition: 1
 Required: True
 ResultType: 0
 ShowDatePicker: For dates
 SourceField: dateBuilt
 SourceTable: tblAmplifier
 TextAlign: General

timeCompleted Date/Time 8

AggregateType: -1
 AllowZeroLength: False
 AppendOnly: False
 Attributes: Fixed Size
 CollatingOrder: General
 ColumnHidden: False
 ColumnOrder: Default
 ColumnWidth: Default
 CurrencyLCID: 0
 DataUpdatable: False
 GUID: {guid {A7A1944D-0F73-402C-BBB8-0E26A51A78D0}}
 IMEMode: 0
 IMESentenceMode: 3
 OrdinalPosition: 2
 Required: True
 ResultType: 0
 ShowDatePicker: For dates
 SourceField: timeCompleted
 SourceTable: tblAmplifier
 TextAlign: General

model Text 7

AggregateType: -1
 AllowMultipleValues: False
 AllowValueListEdits: True
 AllowZeroLength: True
 AppendOnly: False
 Attributes: Variable Length
 BoundColumn: 1
 CollatingOrder: General
 ColumnCount: 1
 ColumnHeads: False
 ColumnHidden: False
 ColumnOrder: Default
 ColumnWidth: Default
 ColumnWidths: 1440
 CurrencyLCID: 0
 DataUpdatable: False
 DisplayControl: Combo Box
 GUID: {guid {D76C28C4-E235-4B3C-B0DD-3EBEDA0D75A4}}
 IMEMode: 0
 IMESentenceMode: 3
 LimitToList: False
 ListRows: 16
 ListWidth: 1440twip
 OrdinalPosition: 3
 Required: True
 ResultType: 0
 RowSource: "Jazz8";"Rock100";"Blue55"
 RowSourceType: Value List
 ShowOnlyRowSourceValues: False

Table: tblAmplifier

Page: 3

SourceField: model
 SourceTable: tblAmplifier
 TextAlign: General
 UnicodeCompression: True

testPassed Yes/No 1

AggregateType: -1
 AllowZeroLength: False
 AppendOnly: False
 Attributes: Fixed Size
 CollatingOrder: General
 ColumnHidden: False
 ColumnOrder: Default
 ColumnWidth: Default
 CurrencyLCID: 0
 DataUpdatable: False
 DefaultValue: 0
 DisplayControl: 106
 Format: Yes/No
 GUID: {guid {4D449934-CFBB-4FA5-9A79-7EBF2BE49405}}
 OrdinalPosition: 4
 Required: False
 ResultType: 0
 SourceField: testPassed
 SourceTable: tblAmplifier
 TextAlign: General

employeeNumber Long Integer 4

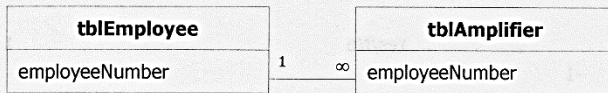
AggregateType: -1
 AllowMultipleValues: False
 AllowValueListEdits: True
 AllowZeroLength: False
 AppendOnly: False
 Attributes: Fixed Size
 BoundColumn: 1
 CollatingOrder: General
 ColumnCount: 1
 ColumnHeads: False
 ColumnHidden: False
 ColumnOrder: Default
 ColumnWidth: Default
 ColumnWidths: 1440
 CurrencyLCID: 0
 DataUpdatable: False
 DecimalPlaces: Auto
 DisplayControl: Combo Box
 GUID: {guid {3F019A39-E4C4-4051-98E4-E01BFA3F00F7}}
 LimitToList: False
 ListRows: 16
 ListWidth: 1440twip
 OrdinalPosition: 5
 Required: False
 ResultType: 0
 RowSource: SELECT [tblEmployee].[employeeNumber] FROM tblEmployee;
 RowSourceType: Table/Query
 ShowOnlyRowSourceValues: False
 SourceField: employeeNumber
 SourceTable: tblAmplifier
 TextAlign: General

Table: tblAmplifier

Page: 4

Relationships

tblEmployeetblAmplifier



Attributes: Enforced
 RelationshipType: One-To-Many

Table Indexes

Name	Number of Fields
PrimaryKey	1
Fields:	
serialNumber	Ascending
tblEmployeetblAmplifier	1
Fields:	
employeeNumber	Ascending

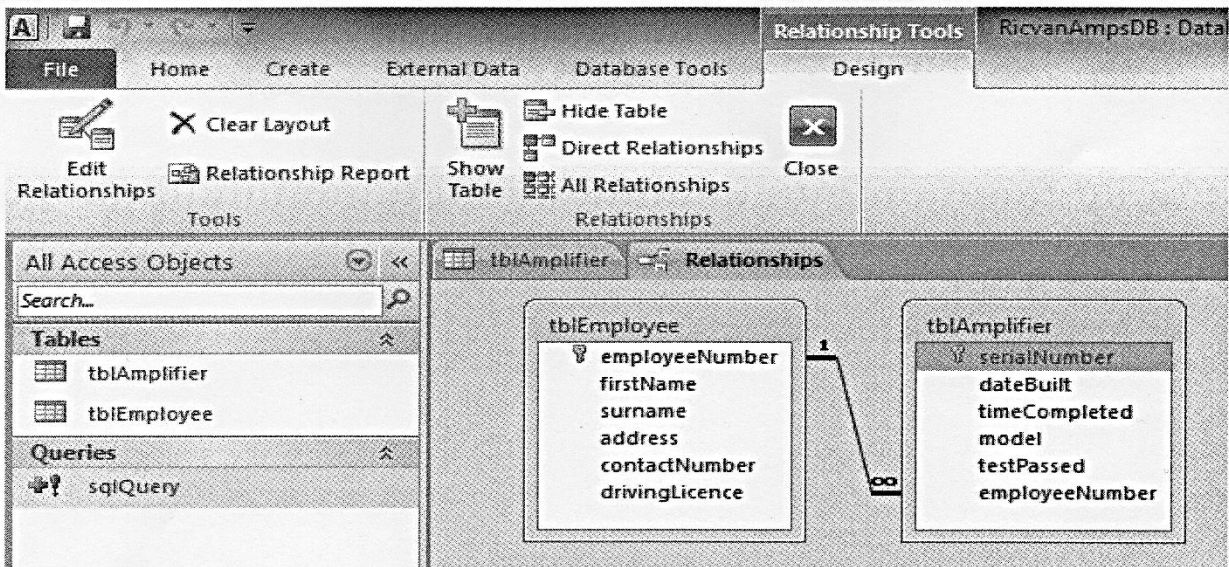
Field Name	Data Type
serialNumber	Text
dateBuilt	Date/Time
timeCompleted	Date/Time
model	Text
testPassed	Yes/No
employeeNumber	Number

Microsoft Access Query Design View for 'sqlQuery' in 'RicvanAmpsDB : Database (Access 2007 - 2010) - Microsoft Access'.

Query Type: Append

SQL View:

```
INSERT INTO tblEmployee ( employeeNumber, firstName, surname, address, drivingLicence, contactNumber )
VALUES ("1599", "Jeremy", "May", "67 Red Lane", true, "07923782534");
```



Microsoft Access Datasheet View for 'tblEmployee'.

employeeN	firstName	surname	address	contactNum	drivingLicen	Click to Add
1599	Jeremy	May	67 Red Lane	07923782534	<input checked="" type="checkbox"/>	

Class BoardGameDetails – N5 CW Testing

1/3

```
1
2 /**
3  * Write a description of class BoardGameDetails here.
4  *
5  * @author (Amina Tahir)
6  * @version (V1)
7  */
8 //this imports lines.
9 import java.io.*;
10 import java.util.*;
11 import javax.swing.*;
12 import java.math.*;
13
14 public class BoardGameDetails
15 {
16     //Declares the variable firstname.
17     private int aHits[ ];
18     private float vAverageHits;
19     private int vTotalHits;
20     private int vTeamPoints;
21
22     public BoardGameDetails()
23     {
24         //Initialises the variable first name to empty.
25         aHits= new int [6];
26         for (int i = 0; i < 6; i++)
27         {
28             aHits[i] = 0;
29         }
30         vTotalHits= 0;
31         vAverageHits = 0.00F;
32         vTeamPoints = 0;
33     }
34
35     public void setNumbers()
36     //this lets you enter the number of hits.
37     {
38         for (int i = 0; i < 6; i++)
39         {
40             aHits[i]=Integer.parseInt(JOptionPane.showInputDialog("Please
41 enter the number of hits"));
42
43             while(aHits[i] <0 || aHits[i] >30)
44             {
45                 aHits[i]=Integer.parseInt(JOptionPane.showInputDialog("Pl
46 ease re-enter the number of hits"));
47
```

Class BoardGameDetails – N5 CW Testing (continued)

2/3

```
48     }
49
50     }
51 }
52
53 public void calculateTotal()
54 //this calculates the total.
55 {
56     for (int i = 0; i < 6; i++)
57         vTotalHits= vTotalHits + aHits[i];
58     System.out.println("The total hits are:" + vTotalHits);
59 }
60
61
62 public void calculateAverage()
63 //this calculates the average.
64 {
65     vAverageHits= vTotalHits/6;
66     System.out.printf("The Average number of hits are:" + "%-20.2f",
vAverageHits);
67     System.out.println();
68 }
69
70 public void calculatePoints()
71 //this calculates the points
72 {
73     if (vTotalHits >50)
74 //this calculates if the team gets a point if their total is greater
75 //the 50.
76     {
77         vTeamPoints = vTeamPoints + 1;
78         System.out.println("You have scored 1 point");
79     }
80     else
81     {
82         System.out.println("You have not scored a point");
83     }
84
85     if (vAverageHits>=10)
86 //this calculates if the team scores an extra point if their average
87 //age is 10 or greater.
88     {
89         vTeamPoints =vTeamPoints + 1;
90         System.out.println("You have earned an extra point");
91     }
92     else
93 }
```

Class BoardGameDetails - N5 CW Testing (continued)

3 / 3

```
94         {  
95             System.out.println("You have not earned an extra point");  
96         }  
97     }  
98 }  
99 }  
100 }
```

Marks

15

3

2

- 2 a) Using the program analysis and flowchart design, implement the program in a language of your choice. Ensure the program matches the design.

Printed evidence of the program code should be provided.

- 2 b) Complete the table below to create two sets of test data to demonstrate that the program correctly outputs the messages that one or both points have been earned.

Type of Test	Input	Expected Output	Actual Output	
Normal	Player 1	2	Program displays message stating one point was earned.	Attach printouts of inputs and outputs as evidence.
	Player 2	13		
	Player 3	5		
	Player 4	9		
	Player 5	15		
	Player 6	4		
	Player 6	4		
Normal	Player 1	10	Program displays message stating two points was earned.	Attach printouts of inputs and outputs as evidence.
	Player 2	10		
	Player 3	10		
	Player 4	10		
	Player 5	10		
	Player 6	10		
	Player 6	10		

Test your program using both sets of test data.

Printed evidence of inputs and outputs should be provided to show that each test has been completed.

- 2 c) The program should ensure that only a valid number of hits can be entered for each of the six players.

State two extreme and one exceptional numerical value that could be used as part of a test run to check that only a valid number of hits can be entered.

Extreme: 30

Extreme: 0

Exceptional: wrong

Test data output:-

The total hits are:58
 The Average number of hits are:9.00
 You have scored 1 point
 You have not earned an extra point

The total hits are:60
 The Average number of hits are:10.00
 You have scored 1 point
 You have earned an extra point

2 d) Evaluate the program by completing the table below.

Marks

Fitness for purpose

It does what the aim of the program wants it to. Calculates Total, calculates average ^{and} calculates points and ~~it~~ informs if a point has been scored or not.

1

Efficient use of coding constructs

I Used an array instead of 6 repeating variables
~~Used~~ Used Input validation.

1

Robustness

Testing /program-
 I tested my data and recorded it. The Input validation didn't work at first so I fixed the code which made it fit for working.

1

Readability

I Wrote comment lines.
 I Used auto layout to keep the code aligned and neat.

2

Task 3: Web Design and Development

Woodline Academy holds a pupil of the month competition. They wish to add a new page to their school website each month with the following content:

- The school name
- The month of the competition
- The name of the winning pupil
- A photo of the winning pupil
- A sound recording of an interview with the winning pupil

3 a) State one end-user requirement and two functional requirements for the new page.

3

End-User Requirement

Play pupil interview audio

Functional Requirement 1

Display correct image with given dimensions

Functional Requirement 2

Display the "the school name".

```
<html>
<head> <title>Woodline Academy - Pupil of the Month Page</title>
<link rel="stylesheet" type="text/css" href="trialNat5CourseworkTask3.css">
</head>

<body>

<div id="pageHeader">
  School Name
</div>

<div id="month">
  <p>Month</p>
</div></br>

<div>
  
</div></br>

<div id="pupilName">
  <p>Pupil Name</p>
</div></br>

<div>
  <audio controls>
    <source src="Pupil Interview mp3.mp3" type="audio/mpeg">
    <source src="Pupil Interview Wav.wav" type="audio/wav">
  </audio>
</div>

</body>
</html>
```

```
body{
background-color:blue;
}

#pageheader{
font-family:Tahoma;
font-size:16px;
text-align:center;
}

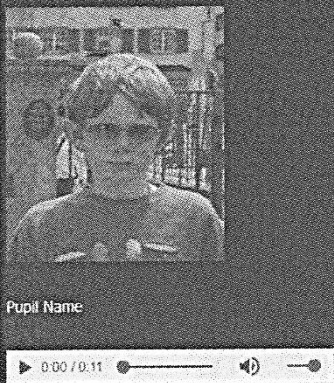
#month{
font-family:Tahoma;
font-size:14px;
color:white;
}

#pupilPhoto{
width:200px;
height:250px
float:left;
}

#pupilName{
font-family:Tahoma;
font-size:14px;
color:white;
}
```

School Name

Month



Pupil Name

0:00 / 0:11

The image shows a video player interface. At the top, there are two text labels: 'School Name' and 'Month'. Below 'Month' is a small video feed showing a young person with glasses. Below the video feed is the label 'Pupil Name'. At the bottom of the video player area, there is a progress bar showing '0:00 / 0:11' and a volume icon.