

# 1457 - Coding, App and Game Design II

## Understanding Core Programming

- 1 Understand computer storage and data types 1457.1
- 2 Understand computer decision structures 1457.2
- 3 Identify the appropriate method for handling repetition 1457.3
- 4 Understanding Error Handling 1457.4

## Understanding Object Oriented Programming

- 1 Understanding Object Oriented Programming 1457.5
- 2 Understand inheritance 1457.6
- 3 Understand Polymorphism 1457.7
- 4 Understand encapsulation 1457.8

## Understanding General Software Development

- 1 Understand Application life-cycle management 1457.9
- 2 Understand Application life-cycle management 1457.10
- 3 Understand Application life-cycle management 1457.11

## Understanding Web Applications

- 1 Understanding Web Applications 1457.12
- 2 Understand Web Application Development (Flask) Or Microsoft ASP.NET 1457.13
- 3 Understand Web Hosting 1457.14
- 4 Understand Web Services 1457.15

## Understanding Desktop Applications

- 1 Understanding Desktop Applications 1457.16
- 2 Understand Window services 1457.17
- 3 Update documentation for existing programs 1457.18
- 4 Provide user instructions on program modifications 1457.19

## General Information Concepts

- 1 Apply general design and programming concepts** 1457.20

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- 2 Identify various hardware platforms and run-time environments** 1457.21

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- 3 Identify human aspects in information systems** 1457.22

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- 4 Identify general information technology (IT) definition and terms** 1457.23

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- 5 Adhere to best programming practices and methodologies** 1457.24

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- 6 Exhibit understanding of data hierarchy, access methods, and manipulation** 1457.25