

# Coding, App and Game Design I - 1456

## Analyze Programming Problems and Flowcharts Solutions

- 1 Analyze user requirements for a given outcome 1456.1
- 2 Determine input and output formats for a program 1456.2
- 3 Determine the flow of data through a network 1456.3
- 4 Identify and describe a data flow diagram 1456.4
- 5 Identify and describe a process logic diagram 1456.5
- 6 Describe the system development cycle (i.e., code management, ongoing revisions) 1456.6

## Skillset Name

- 7 Determine where data is to be accessed/stored 1456.7
- 8 Design data storage and layout 1456.8
- 9 Apply principles of quality, efficient programming 1456.9
- 10 Explain the importance of a design review 1456.10
- 11 Apply implementation plans for a new system 1456.11
- 12 Assess ongoing impact of existing systems 1456.12

## Code Programs

- 13 Determine the variables and data types for a program 1456.13
- 14 Prepare and code routines using structured logic 1456.14
- 15 Identify various programming languages 1456.15
- 16 Apply appropriate computer language syntax 1456.16
- 17 Explain unit testing requirements 1456.17
- 18 Document appropriate comments and programmer notes 1456.18

## Test Programs

- 19 Explain system testing requirements 1456.19

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**20 Design and analyze test plan for use in program testing** 1456.20

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**21 Test programs and evaluate results for accuracy** 1456.21

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**22 Correct programming errors discovered during testing** 1456.22

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**23 Identify appropriate debugging tools** 1456.23

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## **Maintain Programs**

**24 Change existing programs when requirements change** 1456.24

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**25 Correct existing program errors** 1456.25

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**26 Update documentation for existing programs** 1456.26

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**27 Provide user instructions on program modifications** 1456.27

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## **Complete User Documentation and Technical Writing**

**28 Develop documentation narrative** 1456.28

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**29 Define data use and storage** 1456.29

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**30 Develop online help for users** 1456.30

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## **General Information and Concepts**

**31 Apply general design and programming concepts** 1456.31

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**32 Identify various hardware platforms and run-time environments** 1456.32

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**33 Identify human aspects in information systems** 1456.33

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**34 Identify general information technology (IT) definitions and terms** 1456.34

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**35 Adhere to best programming practices and methodologies** 1456.35

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**36 Exhibit understanding of data hierarchy, access methods, and manipulation** 1456.36

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