

CRITERION C: TECHNICAL SKILLS

The following is a non-exhaustive guide to the different programming technical skills you could demonstrate to satisfy MYP Design Criterion C strand 2. Please indicate which skills you have demonstrated and relevant line numbers.

Name: _____ Project: _____

Yes?	Skill	Line numbers
Variables		
	Setting a value to a variable	
	Using a value in a variable	
	Performing calculations with variables (eg: + - * / &)	
	User input to set a value to a variable	
	Using variables of different data types (eg: integer, float, string)	
Conditional execution		
	Perform comparison operations on variables (eg: ==, <, >, !=)	
	Perform complex comparison operations (multiple comparisons joined with a logic operator eg: AND, OR, NOT)	
	If statements	
	Else statements	
	Elif statements	
Arrays/lists and iteration		
	Create an array/list of values	
	Dynamically add/remove items from an array/list	
	Iterate through lists (eg: for item in list:)	
	Iterate over a numeric sequence (eg: for n in range(10):)	
Functions		
	Writing and using functions to reduce code repetition	
	Writing and using functions with parameters	
	Writing and using functions that return a value	
Pygame		
	Draw shapes onto the screen	
	Draw text onto the screen	
	Draw a sprite/image onto the screen	
	Use a sprite map (list of sprites generated from one image file)	
	Play sound/audio file	
	Detect object collisions	
	Detect and respond to keyboard events	
	Detect and respond to mouse events	
Specialist programming skills		
	File read/write operations (text, json, binary, other)	
	Network read/write operations (ajax, sockets, other)	
	Database read/write operations	
	Use of a 3 rd party API	
	Use of a 3 rd party library	
	Event driven behaviour	
Other noteworthy programming skills		

