

Programming Design and Development (2022)

Foundational Standards

- 1 Incorporate safety procedures in handling, operating, and maintaining tools and machinery; handling materials; utilizing personal protective equipment; maintaining a safe work area; and handling hazardous materials and forces.** PDD.FD.1

- 2 Demonstrate effective workplace and employability skills, including communication, awareness of diversity, positive work ethic, problem-solving, time management, and teamwork.** PDD.FD.2

- 3 Explore the range of careers available in the field and investigate their educational requirements, and demonstrate job-seeking skills including resume-writing and interviewing.** PDD.FD.3

- 4 Advocate and practice safe, legal, responsible, and ethical use of information and technology tools specific to the industry pathway.** PDD.FD.4

- 5 Participate in a Career and Technical Student Organization (CTSO) to increase knowledge and skills and to enhance leadership and teamwork.** PDD.FD.5

- 6 Use technology to collaborate with peers and/or experts to create digital artifacts that can be published online for a target audience.** PDD.FD.6

- 7 Formulate new ideas, solve problems, or create products through the design and engineering process by utilizing testing, prototypes, and user feedback.** PDD.FD.7

Customer Service

- 1 Research and collect data to create a solution that aligns with the client's needs and goals.** PDD.CS.1

Example: Design and utilize a questionnaire to assess customers' needs.

- 2 Design an information technology-based project plan utilizing researched strategies to solve a given problem, including aspects of planning and cybersecurity, design implementation, and project management.** PDD.CS.2

- 3 Perform quality assurance protocols to enable the delivery of working software products according to specifications.** PDD.CS.3

Examples: quality audits, quality testing, inspection, checkpoint reviews

4 Deliver and evaluate basic technical documents, presentations, and group interactions, using a variety of authoring tools and desktop and cloud-based software. PDD.CS.4

Software Design

5 Demonstrate the effective use of tools for software development. PDD.SD.5

Examples: IDEs, professional and amateur repositories

6 Classify program structure, blocks, and storage types according to operational efficiency. PDD.SD.6

7 Construct console and file input and output, functions, arrays, and strings. PDD.SD.7

8 Develop a software program that demonstrates input/output, processing, and storage in order to outline the flow of data for each phase. PDD.SD.8

9 Create an advanced algorithm using plain language and incorporating pseudocode to solve a real-world programming problem. PDD.SD.9

10 Design a program that uses data, functions, looping and iteration, sequencing, abstraction, list, and selection. PDD.SD.10

Examples: if-else statements, comparison

11 Integrate mathematical concepts into a program by writing the code, performing unit testing, and debugging the program. PDD.SD.11

Examples: logical reasoning, order of operations, functional reasoning, proportional reasoning

12 Utilize Boolean operators, mathematical operators, and relational operators in creating program code. PDD.SD.12

13 Create an algorithm that includes an input and an output to solve a real-world problem. PDD.SD.13

14 Debug processes within a program by identifying and locating the problem, removing the faulty source code, and repairing the code. PDD.SD.14

15 Utilize efficient searching algorithms to solve a given problem. PDD.SD.15

Examples: linear, binary, jump, interpolation, exponential, ternary

16 Utilize mathematical formulas to assess the efficiency of sorting and searching algorithms and choose the more efficient one to use in a given situation. PDD.SD.16

Example: Use BigO notation to determine whether an algorithm is both correct and efficient.

17 Create complex applications using input, calculations, output, control structures, and data structures. PDD.SD.17

18 Construct recursive algorithms to solve a problem. PDD.SD.18

19 Develop class constructors using method overloading concepts. PDD.SD.19

Examples: changing the number of arguments to determine which instance of the class will be created

20 Construct multidimensional arrays and use the input and output data to solve a problem. PDD.SD.20