

# AN APPROACH TO EVALUATING PROGRAMMING SKILLS

by

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## **Abstract**

Despite the pervasiveness of knowledge and skills evaluation, existing procedures have proved inadequate to serve some of the purposes of assessing programming skills. This work attempts to propose and design an approach for evaluating programming skills in a manner similar to the real working environment of a programmer. The design is demonstrated with a system constructed for the C++ language(the source code diskette is included).

In this report, Chapter 1 deals with the common methods of evaluating knowledge and skills, and relates them to programming. An overview of existing automated skills testing tools and the need for another approach are presented in Chapter 2. Statements of the research problem and objectives are given in Chapter 3, while Chapter 4 provides a synopsis of the elements of programming languages. Chapter 5 presents the system specification and Chapter 6, the design. System implementation and appraisal issues are discussed in Chapter 7, while Chapter 8 presents the conclusions and suggestions for further work.