



Australian Government

ICTICT433 Build graphical user interfaces

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 6.0.

Application

This unit describes the skills and knowledge required to design, build and test a graphical user interface (GUI) to specification.

It applies to individuals employed as programmers and user interface designers in a variety of fields and provide Information and Communications Technology (ICT) support in small to medium enterprises (SMEs).

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

General ICT

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Determine specification of GUI and develop GUI prototype	1.1 Establish GUI requirements according to organisational requirements 1.2 Identify organisational standards applicable to GUI 1.3 Determine front and back-end for interfacing with GUI 1.4 Define required functionality of GUI 1.5 Determine application development language for writing GUI 1.6 Build prototype using tools available in determined language 1.7 Determine type and level of documentation required

ELEMENT	PERFORMANCE CRITERIA
2. Design and build GUI according to specification	2.1 Design GUI components and incorporate required functionality 2.2 Define GUI actions and itemise UI events 2.3 Document design outcomes according to specification and organisational procedures 2.4 Build GUI using toolkit's classes or widgets, containers and other pertinent features according to specification
3. Test and document GUI according to specification	3.1 Test GUI and confirm overall functionality according to requirements 3.2 Iterate GUI design and build until test results meet requirements 3.3 Document GUI user requirements according to specification and organisational procedures 3.4 Produce GUI technical documentation according to specification and organisational procedures 3.5 Obtain client sign-off according to organisational procedures

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Reading	- Identifies and interprets a range of online and hard copy text containing complex ICT and programming specific terminology - Interprets and comprehends a large range of syntax, diagrams, icons, symbols, text, numbers and letters required to develop a GUI
Writing	- Uses spelling and grammar, plain English and specific terminology to produce documents to organisational guidelines as required by the job role - Develops GUI using programming syntax and conventions to develop GUI - Uses plain English, labels and terminology on the actual interface display
Self-management	Identifies and follows explicit protocols and meets expectations applicable to own role

	• Develops plans to manage relatively complex tasks with an awareness of how they may contribute to longer term operational and strategic goals • Takes responsibility for the outcomes of routine decisions related directly to own role
Problem-solving	• Identifies and anticipates an increasing range of familiar problems, their symptoms and causes, and implements contingency plans
Technology	• Identifies purpose, needs and limitations when selecting devices and applications for different tasks

Unit Mapping Information

Supersedes and is equivalent to ICTICT406 Build a graphical user interface.

Links

Companion Volume Implementation Guide is found on VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>