| I. | *JOB TITLE* | : | **PROGRAMMER** |

| II. | *JOB LEVEL* | : | TECHNICIAN |

III. *JOB DESCRIPTION* : Develops computer programmes to implement software design, normally under the direction and supervision of a systems analyst/software engineer.

IV. *TRADE SKILLS* : Ability to:

1. Read, interpret and assist in preparing software design-charts.

2. Write programmes using appropriate languages and tools to implement software design.

3. Apply test plans, test data and procedures to prove the adequacy and correctness of the programme.

4. Codify, test and correct programme faults, review and rewrite programmes to enhance efficiency.

5. Make proper documentation.

V. *TRADE THEORY* : Knowledge of:

1. Computer programming concepts, techniques and languages and tools.

2. Basic information technology and applications.

3. Relevant standards, specifications and codes of practice.

4. The electronics industry.

VI. *QUALIFICATIONS AND TRAINING* : (i) Successful completion of a relevant diploma/high diploma course of technical education or equivalent; and

(ii) A minimum of 2-year on-the-job training in programming.