Introduction

About the course: *AP Computer Science A*

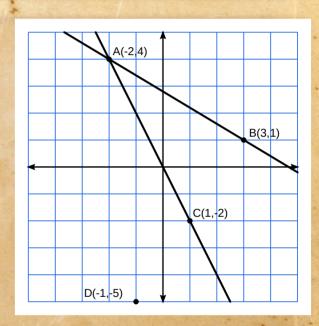


Lecture Contents

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Prerequisites

- Mathematics
 - A year of high school algebra
 - Able to use a Cartesian (x, y) coordinate system
- NO computer science experience is necessary



Course Objectives

- Prepare students for the AP Computer Science A exam
 - Learn a significant amount of computer programming jargon
 - Learn the **AP Java Subset**
 - Be able to understand how a computer "thinks"
 - Understand how data is stored in a computer (data structures)
 - Come up with computer algorithms that will solve a given problem
 - Design object oriented programs
- Stimulate an interest in computer science

Requirements

- Writing programs in Java
 - Significant amount of hands-on computer laboratory work
 - Writing computer programs by hand on paper
- Evaluation
 - Java Projects
 - Must be coded individually, NOT copied from others
 - Students may be called on to explain how code works
 - Multiple choice and written coding exams
 - Preparation for the *AP Computer Science A* exam.

Big Ideas

- The following big ideas serve as the foundation of the course
 - Modularity break down complex problems into simpler ones
 - Variables structure data in a useful way
 - Control order, repetition, making decisions
 - Impact of Computing privacy, security, ethics

AP Computer Science A Exam

- 3 hours long
 - 40 Multiple Choice 90 minutes, 50% of score
 - 4 Free-response Coding Questions 90 minutes, 50% of score;
 equally weighted:
 - Q1: Methods and Control Structures
 - Q2: Classes
 - Q3: Array / ArrayList
 - Q4: 2D Array

Course Outline

• Ten Units

- 1. Primitive Types
- 2. Using Objects
- 3. Boolean Expressions and "if" Statements
- 4. Iteration

- 5. Writing Classes
- 6. Array
- 7. ArrayList
- 8. 2D Array
- 9. Inheritance
- 10. Recursion

Online College Board Classroom

- College Board website:
 - apcentral.collegeboard.org
- Our class "join code":

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