

# AP Computer Science A

Student Reported Workload	Teacher Report Workload
2.4 Hours Per Week	2 Hours Per Week

<b>Pre-requisites</b>	Introduction to Digital Technology and AP Computer Science Principles
<b>Course Summary</b>	AP Computer Science A is a Java programming course. The course also emphasizes the design issues that make programs understandable, adaptable, and, when appropriate, reusable. It also emphasizes the development and analysis of algorithms, the development and use of fundamental data structures, and the study of standard algorithms and typical applications.
<b>Essential Skills</b>	Logical program development, thorough program testing, detailed analysis of code execution and tracing, creative problem solving and perseverance when faced with a challenging problem.

# AP Computer Science A

Tucker Bartholomew

# Get to Know Me

- ▶ From Wisconsin
- ▶ Math and Computer Science Teacher and Running Coach
- ▶ 12<sup>th</sup> Year Teaching

# Course Overview

- ▶ Course in Java
- ▶ Object-Oriented Programming, 1- and 2-D Arrays, ArrayLists, Primitive and Reference Types, Loops, Conditions, Methods (functions), Searching, Sorting, and Recursion
- ▶ AP Test Wednesday May 8<sup>th</sup> 12:00PM
- ▶ 90 Minutes Multiple Choice, 90 Minutes FRQ, handwritten Java

# Grading Policies

- ▶ Late work on Minors and Practice scores must be completed within the current unit. If this rule allows less than a week for late submission, then one week is allowed.
- ▶ Late work on Majors must be complete before the deadline in December.
- ▶ Late work has a 10 point deduction.
- ▶ Minors and practice grades cannot be recovered, majors can be recovered up to a 75.

# Class Norms

- ▶ Notes are taken outside of class time.
- ▶ In class, time programming is prioritized whether as a group connected to a TV or individually on a laptop.
- ▶ All class materials are posted weekly to Canvas.

# Units and Syllabus

- ▶ Unit 1 – Java Basics
- ▶ Unit 2 – Conditionals, Logic, and Indefinite Loops
- ▶ Unit 3 – Arrays
- ▶ Unit 4 – Object Oriented Programming
- ▶ Unit 5 – `ArrayList` and Impact of Computing
- ▶ Unit 6 – Recursion and Searching
- ▶ [Syllabus AP CS A Innovation Academy.docx](#)

