26-27 AP CSP Summer Assignment

Welcome to your AP CSP Summer Assignment with Code.org's. This isn't just any summer assignment; it's your exciting first step into the incredible world of computer science and problem-solving.

Think of Code Break as a series of fun, interactive challenges designed to get your brain thinking like a programmer. You'll be using **JavaScript**, the same powerful language that builds websites, games, and apps all over the world, to bring your ideas to life right here on Code.org.

Whether you're completely new to coding or have dabbled a bit before, Code.org is built to be engaging and supportive. You'll discover how to create instructions that computers can understand, learn how to make your programs dynamic and interactive, and build confidence with every puzzle you solve.

Get ready to experiment, innovate, and see your code in action. We're excited to see what amazing things you'll create this summer. Let the coding begin!

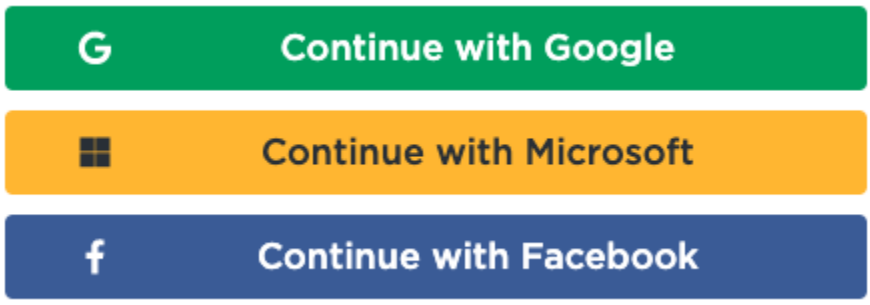
Task #1

1. Email Dr. De Vera with your @longbeachsaints.org email. Introduce yourself and answer the following questions in your email:
    a. What are you looking forward to learning about in the class?
    b. Do you have any coding experiencing? It's not a requirement to have any.

Task #2: Create a code.org account

Use these instructions to create your code.org account.

1. Create a Code.org account if you haven't already done so. You can do this at **https://studio.code.org/users/sign_up/account_type**. Note that you can either sign up with an email address and password, or sign up through Google, Facebook, or Microsoft by clicking on one of these buttons below. **YOU MUST use your @longbeachsaints.org account.**



2. Sign in to your Code.org account.
3. Navigate to https://studio.code.org/join/HBCSGD.
4. Once they press the "Go" button, you should be added to my 26-27 Summer AP Computer Science section. Email Dr. De Vera if you run into any problems.

Task #3: Complete All Lessons for Code Break

- Lesson 1: Intro to App Lab
- Lesson 2: Buttons and Events
- Lesson 3: Multi-screen Apps
- Lesson 4: Variables
- Lesson 5: Building an App: Clicker Game
- Lesson 6: If-statements
- Lesson 7: User Input and Strings
  Lesson 8: Boolean Expressions and “If” Statements
- Lesson 9: “if-else-if” and Conditional Logic
- Lesson 10: Building an App: Color Sleuth