

Advanced Placement Computer Science

Unit 11 – Elevens Game Lab and Inheritance

Each unit, you will have an assignment that includes some reading, some questions from the reading, called Review Exercises, and between one and three programming exercises.

Calendar of Meeting Places for February/March

3	4 <u>Lab</u> Begin BlackJack Lab <u>Activity 1</u> – Design, Create, and Test Card class	5 <u>Lab</u> <u>Activity 2</u> – Deck class <u>Activity 3</u> - Total Class Development of Shuffling method	6	7 <u>Class</u> Junior Internships/ AP Exam Prep Free Response Friday	8	9
10	11 <u>Holiday</u> Lincoln’s Birthday	12 <u>Lab</u> <u>Activity 4</u> – Adding Shuffle method to the Deck class <u>Mini-Lesson</u> – The Integer and Double classes	13	14 <u>Class</u> Junior Internships/ AP Exam Prep Quiz Today	15	16
17	18 <u>Holiday</u> Presidents Day	19 <u>Lab/Class</u> <u>Lesson</u> - Inheritance <u>Activity</u> – Playing and Understanding BlackJack/Initial Design of Game	20	21 <u>Class</u> Exam Today Arrays, and ArrayLists	22	23 (End of Grading Period)
24	25 <u>Class</u> <u>Lesson</u> - Polymorphism	26 <u>Lab</u> <u>Lesson</u> – Abstract classes and Interfaces & <u>Activity</u> – BlackJack game	27	28 <u>Lab</u> <u>Activity 9</u> – BlackJack game Free Response Friday	1	2
3	4 <u>Lab</u> BlackJack game	5 <u>Lab</u> Complete the BlackJack game	6	7 <u>Class</u> Lesson Recursion Quiz Today	8	9

Assignment Type	Description
Reading	Java Methods – Chapter 11
Homework Exercises	<u>Programming</u> JavaBat Programming Assignments Please see CodingBat schedule for due dates

BlckJack Lab

We will be creating the game of BlackJack. We will start with developing a Card class and a Deck class and then develop the actual game. The graphics aspect will be given to you.