

Advanced Placement Computer Science

Unit 11 – Blackjack 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

7	8 <u>Holiday</u>	9	10	11	12 <u>Lab</u> Begin BlackJack <u>Activity 1</u> – Design, Create, and Test Card class	13
14	15 <u>Holiday</u>	16	17 <u>Activity 2</u> – Deck class	18	19 <u>Activity 3</u> – Adding Shuffle method to Deck	20 (End of Grading Period)
21	22	23 <u>Lab</u> <u>Activity</u> – Playing and Understanding BlackJack/Initial Design of Game	24 <u>Asynchronous</u> <u>Wednesday</u> Work on CodingBat & AP Classroom Assignment	25	26 <u>Lab</u> <u>Activity</u> – BlackJack game - Hand.java - Blackjack.java	27
28	1	2 <u>Lab</u> <u>Activity</u> – BlackJack game - Hand.java - Blackjack.java	3 <u>Asynchronous</u> <u>Wednesday</u> Work on CodingBat & AP Classroom Assignment	4	5 <u>Lab</u> <u>Activity</u> – BlackJack game - Hand.java - Blackjack.java	6
7	8	9 <u>Mini-Lesson</u> – The Integer and Double classes	10 <u>Asynchronous</u> <u>Wednesday</u> Work on CodingBat & AP Classroom Assignment	11	12 <u>Class</u> <u>Lesson</u> - Inheritance	13
14	15	16 <u>Class</u> <u>Lesson</u> - Polymorphism	17 <u>Asynchronous</u> <u>Wednesday</u> Work on CodingBat & AP Classroom Assignment	18	19 <u>Class</u> Lesson Recursion	20

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

BlackJack 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.