

# Advanced Placement Computer Science

## Unit 12 – Arrays, ArrayLists

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 January

6	7 <u>No Student Day</u>	8 <u>Class/Lab</u> Review Final Exam & Lesson 12.1 Introduction to Arrays/ArrayLists and Start Gradebook Program	9	10 <u>Class/Lab</u> Lesson 12.2 Traversing Arrays/ArrayLists and Gradebook Program	11	12
13	14 <u>Lab</u> Gradebook Program	15 <u>Class/Lab</u> Lesson 12.3 Two-dimensional arrays & Finish Gradebook Program	16	17 <u>Lab/Class</u> Start Chomp  <b>Free Response “Friday”</b>	18	19
20	21 <u>Holiday</u> Martin Luther King Jr. Day	22 <u>Lab</u> Chomp Program	23	24 <u>Lab</u> Complete Unit 12 Programs <b>Quiz Today</b> <b>Arrays</b>	25	26

Assignment Type	Description
Reading	Java Methods – Chapter 12
Homework Exercises	<u>Programming</u> JavaBat Programming Assignments Please see JavaBat schedule for due dates

### Program 1 – A Gradebook Program for Teachers

This gradebook program uses the total points method of grading. You should go to my website to download the files needed to create this project. Each file has a good description of what you are supposed to do. The interface file, *Gradebook.java*, requires no work on your part (an interface has no program code!!), but the other three files do.

### Program #2 – Chomp

This program is a lab assignment from our textbook.

Please read the question and complete the `CharMatrix` class.

These files can be found on my website.

Challenge (*if you are shooting for an A in this class*)

**No Challenge Assignment for this unit. If you complete your work you may do extra CodingBats**