

Advanced Placement Computer Science

Unit 9 – Implementing Classes and Using Objects

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 November/December

23	24	25	26 <u>Lab</u> Unit 8 Team Quiz and Workday	27	28 <u>Class</u> Lesson 9.1 Classes	29
30	31 <u>Class</u> Class Writing Boot Camp	1	2 <u>Class</u> Exam Units 1 – 8	3	4 <u>Class</u> Lesson 9.2 Parameter Passing and Class Writing Boot Camp End of Grading Period	5
6	7 <u>Lab</u> Unit 9 Programs	8	9 <u>Lab</u> Unit 9 Programs	10	11 Holiday	12
13	14 <u>Class/Lab</u> Lesson 9.3 Overloaded Methods and Unit 9 Programs	15	16 <u>Lab</u> Unit 9 Programs	17	18 <u>Lab</u> Unit 9 Programs	19
20	21 Holiday	22 Holiday	23 Holiday	24 Holiday	25 Holiday	26

Assignment Type	Description
Reading	Java Methods – Chapter 9
Homework Exercises	<u>Programming</u> JavaBat Programming Assignments Please see JavaBat schedule for due dates

Program #1 – Case Study and Lab: Snack Bar

Please read the description of this program in your text beginning on page 235 and complete the `Vendor` class.

Note: There are 3 Java files that you will need to **add** to an **Project** named **SnackBar**:

`Vendor.java`, `VendingMachine.java`, and `SnackBar.java`.

These files can be found on my website under chapter 9.

Program #2 (200 point assignment) – Pong! (see website for assignment)

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

Continue with the Snack Bar program and add the functionality described on page 248 of your textbook.

I will check the functionality of your programming exercises as you complete them in the lab.