

# 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

28	2	3	4 <u>Lab</u> Complete Unit 8 Programs	5	6 <u>Class</u> Class Writing Tutorial and Lesson 9.1 Classes End of Grading Period	7
8	9 <u>Class</u> Class Writing Boot Camp	10	11 <b>Holiday</b>	12	13 <u>Class</u> Exam Units 6 - 8	14
15	16 <u>Class</u> Lesson 9.2 Parameter Passing	17	18 <u>Lab</u> Unit 9 Programs	19	20 <u>Class/Lab</u> Lesson 9.3 Overloaded Methods and Unit 9 Programs	21
22	23 <b>Holiday</b>	24 <b>Holiday</b>	25 <b>Holiday</b>	26 <b>Holiday</b>	27 <b>Holiday</b>	28
29	30 <u>Class</u> Welcome Back CodingBat	1	2 <u>Lab</u> Unit 9 Programs	3	4 <u>Lab</u> Unit 9 Programs	5
6	7 <u>Class</u> Lesson 9.4 Static methods	8	9 <u>Lab</u> Unit 9 Programs	10	11 <u>Class/Lab</u> Complete Unit 9 Programs	12
13	14 <u>Class</u> Practice Exam Review	15 Finals	16 Finals	17 Finals		

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.