

# 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

21	22	23	24	25 <u>Class</u> Lesson 9.1 Classes and <b>Class Writing Boot Camp</b>	26	27
28	29 <u>Class</u> <b>Class Writing Boot Camp</b>	30 <u>Class/Lab</u> <b>Class Writing Boot Camp and Unit 9 Programs</b>	31	1 <u>Class</u> <b>Exam Units 6 - 8</b>	2 End of Grading Period	3
4	5 <u>Class/Lab</u> Lesson 9.2 Parameter Passing	6 <u>Lab</u> Unit 9 Programs	7	8 <u>Class/Lab</u> Lesson 9.3 Overloaded Methods and Unit 9 Programs	9	10
11	12 <b>Holiday</b>	13 <u>Lab</u> Unit 9 Programs	14	15 <u>Lab</u> Unit 9 Programs	16	17
18	19 <b>Holiday</b>	20 <b>Holiday</b>	21 <b>Holiday</b>	22 <b>Holiday</b>	23 <b>Holiday</b>	24
25	26 <u>Class</u> Lesson 9.4 Static methods	27 <u>Lab</u> Unit 9 Programs	28	29 <u>Class/Lab</u> Complete Unit 9 Programs	30	1

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 **Empty 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.