

AP Computer Science Principles

L. Louden/Information Technology Pathway

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Congratulations! You have been recommended and scheduled for the AP Computer Science Principles course for the upcoming school year. This is the second course in the IT Computer Science Pathway. Upon successful completion of the course and a passing grade on the AP Computer Science Principles Exam, you could earn college credit, therefore this is a rigorous course in the fundamentals on Object-Oriented Programming.

To aid in your success for the upcoming year, some work must be done at home. This summer assignment will introduce you to concepts you will need to master in AP Computer Science Principles. Your goal is to complete the course you started in code.org this past year in Foundations of Computer Science. Fundamental computer programming concepts are covered in this on-line course and will provide you with the opportunity to enhance your programming skills.

The class officially ended in **Unit 3, Chapter 1, Lesson 5-Variables**. Henceforth, you will start and be given credit for **Unit 3, Chapter 1 Lessons 6 to 14** and **Chapter 2 Lessons 15 to 22**. This summer assignment is worth 100 homework points and is due at the beginning of class **Wednesday, 09/05/2018**. Credit will not be given after the first two weeks of the course so have it completed. Please plan to share with me your projects in Lesson 14 and 22.

As always, please email me if you have questions about the assignments. I may post other resources on the class webpage on Engrade. Please note: A new online grading system will be installed sometime in August and may not be available to you until September. Primary mode of communication should be by email.

New students please email me a request to get your special password for class account access.

YOUR CLASS LINKS TO CODE.ORG:

1A: <https://studio.code.org/sections/PGDNRB>

4A: <https://studio.code.org/sections/GKZWJK>

2B: <https://code.org/join>, then type XTVZRH

4B: <https://studio.code.org/sections/DRVHGD>

Chapter 1		Chapter 2	
L6 Sprites	L11 Conditionals	L15 Velocity	L19 Functions
L7 The Draw Loop	L12 Keyboard input	L16 Collision Detection	L20 The Game Design Process
L8 The Counter Pattern (unplugged) Read Only	L13 Other Forms of Input	L17 Functions	L21 Using the Game Design Process
L9 Sprite Movement	L14 Project – Interactive Card	L18 Collisions	L22 Project Design a Game
L10 Boolean (unplugged) Read Only			



Prove what you're capable of.

