**Advanced Placement in Computer Science**

**Grading Format:**

* 30% Written Programs
* 35% Tests/Quizzes
* 25% Schoology Assignments / Homework
* 10% Final Exam

\*\* Tests and Quizzes represent a SIGNFICANT portion of your grade

**Schoology:**

* Schoology (www.schoology.com) will be used for Tests, Quizzes, and Code-Reading Practices
* Schoology Practices show students which problem(s) were marked incorrect
* Students are given three attempts to get the highest grade possible on each Schoology Practice
* Students have until the end of the nearest grading period to use all of their Schoology attempts

**Absences / Late Work:**

1. Students who are absent have two school days to complete all missed work

\*\*It is the student’s responsibility to make-up missing class work

1. Homework assignments are based upon completion and are discussed in class. Late homework assignments are not accepted.
2. Programming assignments that are not finished on the due date will still be graded. However, if the student has extra time in the future to finish the assignment, the student’s grade will be updated.

**Course Website:** websites.pdesas.org/tylerdcrone

* All of the PowerPoints used in class will be posted to the course website
* All of the in-class programming assignments and worksheets will be posted to the course website

**Tests/Quizzes**

* Students will be given a notice of at least two days before receiving a test
* Quizzes may be given at any time without notice
* A student who is absent the day before the test **is still expected** to take the test on the predetermined day
* Tests and quizzes will fall under the same grading category (*Tests)*, however, tests will be worth more points than quizzes

**Contact Information**

* Email: cronet@cmsd.k12.pa.us

**Topics:**

* Review class structure and inheritance
* Methods with Strings
* ArrayLists
* For-Each Loops
* Recursion
* Searching/Sorting
* compareTo Interface
* Try-Catch / Throw Statements / Exceptions
* Picture Lab Case Study
* Elevens Lab Case Study
* Lists & Iterators
* Stacks / Queues
* Sets
* Maps
* Trees
* Input / Output Files
* Applet Graphics
* Runnable Applets