

## **AP Computer Science A – Belmont High School**

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Welcome to AP Computer Science A! This is a fun and challenging course where you will learn to program in Java while developing problem solving and critical thinking skills.

Your summer work consists of 3 assignments, detailed below. To begin, go to Google Classroom and join our APCSA summer classroom. The code is **sglfrop**

- Once you've joined, you will find the assignments posted in the 'Stream' and under 'Classwork'. You can turn in the assignments through Classroom.

All of these assignments must be completed by the first day of school and will count as classwork grades for Quarter 1.

### **Assignment #1: Course Description (5 pts)**

Read the [Course Description](#) for AP Computer Science A (available on Google Classroom) Focus on the "About AP Computer Science A" section on page 7, the "Course Framework" section starting on page 11, and the "Exam Overview" section starting on page 187. Answer the questions on the Google Form on Google Classroom.

### **Assignment #2: IntelliJ Installation (5 pts)**

We will be using the IntelliJ Integrated Development Environment (IDE), a free, cross-platform, powerful IDE. Follow the directions posted on Google Classroom to install IntelliJ on your home computer. If you prefer to use a different IDE, that is fine, just submit the screenshot requested and leave a private comment on the Google Classroom assignment indicating what IDE you will be using.

- Do Chapter 1 exercise 2 from [Think Java: How to Think Like a Computer Scientist](#). Submit a screenshot or picture of your program and its output through Google Classroom.
  - *Think Java* is available at <https://books.trinket.io/thinkjava/index.html>

## Assignment #3: CodeHS Assignment (15 pts)

Join our CodeHS.com summer class with one of the below codes:

- Last Name A-M: <https://codehs.com/go/7789A>
- Last Name N-Z: <https://codehs.com/go/ADA02>

Over the summer work through the following sections: "Java Pre-Test," "Karel the Dog," and "Basic Java." Once you have completed all of the assignments in these sections, go into Assignment #3 on Google Classroom and select 'Mark As Done.'

Three Things to Note:

1. Regardless of your prior programming experience, you **MUST** complete all of the lessons in these sections. You will lose points for any sections that are not completed.
2. **DO NOT WAIT UNTIL THE DAY BEFORE SCHOOL STARTS TO BEGIN THIS ASSIGNMENT!!!!** While you may be able to complete some of the exercises quickly, others take more time.
3. We will not be following the CodeHS curriculum, but we will be using some of the exercises as practice and review throughout the year.