

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 **jot2cnm**

- 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 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: Choose an IDE (5 pts)

In class we will be using the IntelliJ Integrated Development Environment (IDE), a free, cross-platform, powerful IDE. For work at home/on your personal laptop, you have the following options:

1. Install IntelliJ on your computer. Follow the directions posted on Google Classroom.
2. Install another IDE of your choosing (Eclipse, etc.).
3. Use the CodeHS Sandbox (recommended if you are using a Chromebook). There is nothing to install - just go to CodeHS.com, choose Sandbox from the top navigation bar, and select Java Main.
4. Use repl.it. There is nothing to install - just go to repl.it and select Java

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/8874C>
- Last Name N-Z: <https://codehs.com/go/EACB2>

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.