

Computer Science Pre-AP 2nd Semester Syllabus

Using Scratch, Alice, Jeroo, and Java

Java Basics / Output (console / GUI) (lab a – ASCII Art)

Variables && Data Types (lab b - Variables)

Java Basics / Input (console / GUI) (lab c - input)

OOP/Methods/Parameters with Graphics (lab 1)

OOP/Instance Vars/ with basic math (lab 2)

OOP/Constructors/ with basic math (lab 3)

OOP/Strings (lab 4)

Basic Decisions -- (ifs / If else) (lab 5)

More Objects – More String Info If Needed (lab 6)

Advanced Decisions – (ifs / else if) (lab 7)

Iteration – Loops (for, while, do-while) (labs 8 and 9)

Boolean Algebra/do while (&& ! | |) (lab 10)

Iteration – Nested Loops (for, while, do-while) (lab 11)

Scanner (String) - (lab 12)

Scanner (Files) - Reading From and Writing To (lab 13)

One dimensional arrays (lab 14)

Sorting and Searching Introduction (lab 15)

Large Semester Project

Final Exam