

2017-181` AP Computer Science A Summer Homework

1. **Add yourself to the class Remind101 account** - using your real name please. This will allow you to get the most up to date information regarding the class. Over the summer, announcements will be made regarding homework, helpful hints, and deadlines.

Pick a way to receive messages for **AP Computer Science A, 2017-18**:

A If you have a smartphone, get push notifications.

On your iPhone or Android phone, open your web browser and go to the following link:

rmd.at/ehs-apcsa

Follow the instructions to sign up for Remind. You'll be prompted to download the mobile app.

B If you don't have a smartphone, get text notifications.

Text the message @ehs-apcsa to the number 81010.

If you're having trouble with 81010, try texting @ehs-apcsa to (360) 799-5248.

* Standard text message rates apply.

Don't have a mobile phone? Go to rmd.at/ehs-apcsa on a desktop computer to sign up for email notifications.

2. **Check out the class book** from the library: *Building Java Programs*, 3rd edition, Reges & Stepp
3. **Create a Practice-It account** - <http://practiceit.cs.washington.edu/index.jsp>
Key things to note: Make sure you specify Everett High School as your school, also add

Department	Number	Offering	Instructor
EHS AP CSA	142	2017-18	Ozbun

to your list of enrolled courses for your account. You can do this by clicking My Courses, then Add Course.

This online resource is where you will complete the bulk of the practice questions this year, so you will probably want to bookmark it in your browser. You should attempt problems until you have solved them. Please understand a few things - 1) **Perseverance is a requirement in Computer Science.** Many problems will require multiple attempts to achieve a correct answer. This is not because you don't understand the information, but because you are encountering many of these concepts for the first time. Think about all the years of experience you have had learning how to solve Math problems or answer English questions. For many of you, this is the first time you are learning how to solve Computer Science problems; it will take time and practice! 2) Do not let yourself get overly frustrated with a problem. Don't get it right the first 10 times? Take a break! Come back to it later. Tried it again and you're still not any closer to understanding? E-mail me - jozbun@everettsd.org or use Remind. I'll most likely be able to get back to you within the day. 3) These are the same problems listed in the back of your book. You can do them on paper or through Practice-it. I strongly recommend Practice-it as you will get immediate feedback to the validity of your code.

4. Required reading and associated homework problems:

- Review chapter 1.2-1.5.
- Attempt to take notes on these 4 sections – I want to see how you take notes, and what you determine is important to include in your notes.
- Watch videos on some of the concepts
http://media.pearsoncmg.com/aw/aw_reges_bjp_2/videoPlayer.php?id=c1-3
http://media.pearsoncmg.com/aw/aw_reges_bjp_2/videoPlayer.php?id=c1-4
- Complete Practice-it problems to help solidify your understandings:
SC 1.6-1.9, 1.11 -1.14, 1.22, 1.23, 1.26, 1.29 and E 1.1-1.9, 1.11, 1.12, 1.14, 1.16

5. Completion of these items will greatly assist you at the start of the school year.

You may feel you don't understand these concepts completely - that's okay! You may feel a little lost or in over your head - I guarantee you you're not! It's HARD to read a college level text book on a topic with which you are unfamiliar. Do your best to learn some of the terminology and be familiar with the concepts. Try all of the homework assignments - even if you don't get them correct. I'm not expecting you to be a Java genius on your first day of class. During the first week we will cover these concepts again in more detail and answer all your questions. You will also use these concepts in a programming project during the second week of school which will help solidify your understanding.