

☐ 2. Data Types, Expressions & Variables (Part 1) L 100% C 100% P 100% ^

☐ 2.1 What is a Data Type? P 100% v

☐ 2.2 What are Java Data Types? P 100% v

☐ 2.3 What are Expressions? No points

☐ 2.4 What are Operators? P 100% v

☐ 2.5 How is an Expression Evaluated to a Value? P 100% v

☐ 2.6 What are String Expressions? No points

☐ 2.7 What is Type Casting? P 100% v

☐ 2.8 How Can We Convert Data Types? No points

☐ 2.9 How are Expressions Used? (Design Corner) P 100% v

☐ 2.10 Variables and assignments (general) P 100% v

☐ 2.11 Variables (int) C 100% P 100% v

☐ 2.12 Identifiers P 100% v

☐ 2.13 Arithmetic expressions (general) C 100% P 100% v

☐ 2.14 Arithmetic expressions (int) C 100% P 100% v

☐ 2.15 Example: Health data P 100% v

☐ 2.16 Floating-point numbers (double) C 100% P 100% v

☐ 2.17 Scientific notation for floating-point literals C 100% P 100% v

☐ 2.18 Constant variables C 100% P 100% v

☐ 3.1 Using math methods C 100% P 100% v

☐ 3.2 Integer division and modulo C 100% P 100% v

☐ 3.3 Type conversions C 100% P 100% v

☐ 3.4 Binary P 100% v

☐ 3.5 Characters C 100% P 100% v

☐ 3.6 Strings C 100% P 100% v

☐ 3.7 Integer overflow P 100% v

☐ 3.8 Numeric data types P 100% v

☐ 3.9 Random numbers C 100% P 100% v

☐ 3.10 Debugging P 100% v

☐ 3.11 Style guidelines No points

☐ 3.12 Java example: Salary calculation No points

☐ 3.13 Java example: Salary calculation with variables No points

☐ 3.14 Java example: Married-couple names with variables No points

☐ 3.15 What Can We Do With Variables? No points

☐ 3.16 Why Do We Use Variables? No points

☐ 3.17 Variables (Design Corner) No points

☐ 4. Console Input and Output L 100% C 100% P 100% ^

☐ 4.1 Basic Console Output P 100% v

☐ 4.2 Output formatting C 100% P 100% v

☐ 4.3 How Can We Collect Input with Scanners? P 100% v

☐ 4.4 Introduction to Entrepreneurial Mindset No points

☐ 4.5 Console I/O (Design Corner) No points

<input type="checkbox"/>	5.1 Why is Sequence Important?	100% ▾
<input type="checkbox"/>	5.2 What are Some Common Patterns With Variables?	100% ▾
<input type="checkbox"/>	5.3 How Can We Swap the Values of Two Variables?	No points
<input type="checkbox"/>	5.4 What is the Input→Processing→Output Pattern?	No points
<input type="checkbox"/>	5.5 How Can We Trace a Program?	No points
<input type="checkbox"/>	5.6 What are String Methods?	100% ▾
<input type="checkbox"/>	6.1 What is a Method?	100% ▾
<input type="checkbox"/>	6.2 How Do We Call a Method?	100% ▾
<input type="checkbox"/>	6.3 What are Arguments?	100% ▾
<input type="checkbox"/>	6.4 Calling a Method That Returns a Value	No points
<input type="checkbox"/>	6.5 What are Some Java Standard Library Methods?	No points
<input type="checkbox"/>	6.6 String Methods	100% ▾
<input type="checkbox"/>	7.1 User-defined method basics	100% 100% ▾
<input type="checkbox"/>	7.2 Print methods	100% 100% ▾
<input type="checkbox"/>	7.3 Define Methods with No Parameters and Return Value	No points
<input type="checkbox"/>	7.4 Define Methods with Parameters	No points
<input type="checkbox"/>	7.5 Reasons for defining methods	100% 100% ▾
<input type="checkbox"/>	7.6 Writing mathematical methods	100% 100% ▾
<input type="checkbox"/>	7.7 Scope of variable/method definitions	100% ▾
<input type="checkbox"/>	7.8 What Can We Do With a Method?	No points
<input type="checkbox"/>	7.9 Method name overloading	100% 100% ▾
<input type="checkbox"/>	7.10 How methods work	100% ▾
<input type="checkbox"/>	7.11 Methods: Common errors	100% 100% ▾
<input type="checkbox"/>	7.12 Using Scanner in methods	100% ▾
<input type="checkbox"/>	8. Branches (Decisions)	100% 100% 100% ▴
<input type="checkbox"/>	8.1 If-else branches (general)	100% 100% ▾
<input type="checkbox"/>	8.2 Detecting equal values with branches	100% 100% ▾
<input type="checkbox"/>	8.3 Detecting ranges with branches (general)	100% 100% ▾
<input type="checkbox"/>	8.4 Detecting ranges with branches	100% 100% ▾
<input type="checkbox"/>	8.5 Detecting ranges using logical operators	100% 100% ▾
<input type="checkbox"/>	8.6 Detecting ranges with gaps	100% 100% ▾
<input type="checkbox"/>	8.7 Detecting multiple features with branches	100% 100% ▾
<input type="checkbox"/>	8.8 Common branching errors	100% 100% ▾
<input type="checkbox"/>	8.9 Example: Toll calculation	100% ▾
<input type="checkbox"/>	8.10 Order of evaluation	100% ▾
<input type="checkbox"/>	8.11 Switch statements	100% 100% ▾
<input type="checkbox"/>	8.12 Boolean data type	100% 100% ▾
<input type="checkbox"/>	8.13 String comparisons	100% 100% ▾
<input type="checkbox"/>	8.14 String access operations	100% 100% ▾
<input type="checkbox"/>	8.15 Character operations	100% 100% ▾
<input type="checkbox"/>	8.16 More string operations	100% 100% ▾
<input type="checkbox"/>	8.17 Conditional expressions	100% 100% ▾
<input type="checkbox"/>	8.18 Floating-point comparison	100% 100% ▾
<input type="checkbox"/>	8.19 Short circuit evaluation	100% ▾
<input type="checkbox"/>	9. Loops (Repetition)	100% 100% 100% ▴
<input type="checkbox"/>	9.1 Loops (general)	100% ▾
<input type="checkbox"/>	9.2 While loops	100% 100% ▾
<input type="checkbox"/>	9.3 More while examples	100% 100% ▾
<input type="checkbox"/>	9.4 For loops	100% 100% ▾
<input type="checkbox"/>	9.5 More for loop examples	100% 100% ▾
<input type="checkbox"/>	9.6 Loops and strings	100% 100% ▾
<input type="checkbox"/>	9.7 Nested loops	100% 100% ▾
<input type="checkbox"/>	9.8 Stacked Loops	100% ▾
<input type="checkbox"/>	9.9 Developing programs incrementally	100% ▾
<input type="checkbox"/>	9.10 Break and continue	100% 100% ▾
<input type="checkbox"/>	9.11 Variable name scope	100% ▾
<input type="checkbox"/>	9.12 Enumerations	100% 100% ▾
<input type="checkbox"/>	9.13 Java example: Salary calculation with loops	No points
<input type="checkbox"/>	9.14 Java example: Domain name validation with loops	No points
<input type="checkbox"/>	9.15 Methods with loops	100% 100% ▾
<input type="checkbox"/>	9.16 Java example: Salary calculation with methods	No points
<input type="checkbox"/>	9.17 Java example: Domain name validation with methods	No points

<input type="checkbox"/>	10. Arrays		^
<input type="checkbox"/>	10.1 Array concept (general)		▼
<input type="checkbox"/>	10.2 Arrays		▼
<input type="checkbox"/>	10.3 Array iteration drill		▼
<input type="checkbox"/>	10.4 Iterating through arrays		▼
<input type="checkbox"/>	10.5 Multiple arrays		▼
<input type="checkbox"/>	10.6 Swapping two variables (general)		▼
<input type="checkbox"/>	10.7 Using a loop to modify or copy an array		▼
<input type="checkbox"/>	10.8 Debugging example: Reversing an array		▼
<input type="checkbox"/>	10.9 Two-dimensional arrays		▼
<input type="checkbox"/>	10.10 Enhanced for loop: Arrays		▼
<input type="checkbox"/>	10.11 Java example: Annual salary tax rate calculation with arrays	No points	
<input type="checkbox"/>	10.12 Java example: Domain name validation with arrays	No points	
<input type="checkbox"/>	10.13 Array parameters		▼
<input type="checkbox"/>	10.14 Perfect size arrays		▼
<input type="checkbox"/>	10.15 Array Algorithm Examples	No points	
<input type="checkbox"/>	10.16 Oversize arrays		▼
<input type="checkbox"/>	10.17 Methods with oversize arrays		▼
<input type="checkbox"/>	10.18 Comparing perfect size and oversize arrays		▼
<input type="checkbox"/>	10.19 Using references in methods		▼
<input type="checkbox"/>	10.20 Returning arrays from methods		▼
<input type="checkbox"/>	10.21 Common errors: Methods and arrays		▼
<input type="checkbox"/>	10.22 Searching and algorithms		▼
<input type="checkbox"/>	10.23 Binary search		▼
<input type="checkbox"/>	10.24 Sorting: Introduction		▼
<input type="checkbox"/>	10.25 Selection sort		▼

<input type="checkbox"/>	11. ArrayLists		^
<input type="checkbox"/>	11.1 What Are Value Types?	No points	
<input type="checkbox"/>	11.2 Value Type Assignment	No points	
<input type="checkbox"/>	11.3 What Are Reference Types?	No points	
<input type="checkbox"/>	11.4 Primitive and reference types		▼
<input type="checkbox"/>	11.5 Wrapper class conversions		▼
<input type="checkbox"/>	11.6 ArrayList		▼
<input type="checkbox"/>	11.7 How Do We Declare and Create ArrayLists?	No points	
<input type="checkbox"/>	11.8 How Can We Access ArrayList Elements?	No points	
<input type="checkbox"/>	11.9 How Can We Insert and Remove ArrayList Elements?	No points	
<input type="checkbox"/>	11.10 ArrayList (Video)	No points	
<input type="checkbox"/>	11.11 Arrays vs ArrayLists (by Karan Dabas)	No points	

<input type="checkbox"/>	12.1 Output and input streams		▼
<input type="checkbox"/>	12.2 Streams using Strings		▼
<input type="checkbox"/>	12.3 File input		▼
<input type="checkbox"/>	12.4 How Can We Read Input From a File?	No points	
<input type="checkbox"/>	12.5 File output		▼
<input type="checkbox"/>	12.6 How Can We Write Output To a File?	No points	

<input type="checkbox"/>	13. Object Oriented Programming (Part 1)		^
<input type="checkbox"/>	13.1 Procedural vs. Object Oriented Programming		▼
<input type="checkbox"/>	13.2 Classes and Objects by Analogy	No points	
<input type="checkbox"/>	13.3 Object Based Programming	No points	
<input type="checkbox"/>	13.4 Instantiating Objects		▼
<input type="checkbox"/>	13.5 User Defined Classes (Introduction)	No points	
<input type="checkbox"/>	13.6 User Defined Classes & Attributes (Introduction)	No points	
<input type="checkbox"/>	13.7 User Defined Classes & Operations (Introduction)	No points	
<input type="checkbox"/>	13.8 Objects: Introduction		▼
<input type="checkbox"/>	13.9 Using a class		▼
<input type="checkbox"/>	13.10 Defining a class		▼
<input type="checkbox"/>	13.11 Mutators, accessors, and private helpers		▼
<input type="checkbox"/>	13.12 Initialization and constructors		▼
<input type="checkbox"/>	13.13 Classes and Objects (Videos and Code Samples)	No points	
<input type="checkbox"/>	13.14 Defining main() in a programmer-defined class		▼
<input type="checkbox"/>	13.15 Unit testing (classes)		▼
<input type="checkbox"/>	13.16 Constructor overloading		▼
<input type="checkbox"/>	13.17 Objects and references		▼
<input type="checkbox"/>	13.18 Reference Types and Reference Assignment	No points	
<input type="checkbox"/>	13.19 The 'this' implicit parameter		▼
<input type="checkbox"/>	13.20 OOP: A Visualization (by Jaylyne Jarrett)	No points	

<input type="checkbox"/>	14.1 Choosing classes to create		P 100%	▼
<input type="checkbox"/>	14.2 Classes and ArrayLists	C 0%	P 100%	▼
<input type="checkbox"/>	14.3 ArrayList ADT	C 0%	P 95%	▼
<input type="checkbox"/>	14.4 Parameters of reference types		P 100%	▼
<input type="checkbox"/>	14.5 Static fields and methods	C 0%	P 100%	▼
<input type="checkbox"/>	14.6 Mechanics of Classes		No points	
<input type="checkbox"/>	14.7 Using packages		P 100%	▼

