AP® Computer Science: Module 4 Checklist

04.00 Getting Started with if Statements
☐ I created the three Module 4 subfolders: Documents, Lessons, and Assignments.

04.01 Number Systems
☐ I can convert between the decimal, binary, octal, and hexadecimal number systems.

04.02 Primitive Data Types: `booleans`
☐ I used `boolean` expressions to create branching structures.

04.03 Condition Statements: `if`
☐ I can write decision statements with the simple `if` conditional control structure.
☐ I can interpret flowcharts depicting simple `if` statements.

04.04 Condition Statements: `if-else`
☐ I can write decision statements with the `ifelse` conditional control structure.
☐ I can interpret flowcharts depicting `ifelse` statements.

04.05 Condition Statements: `if-else-if`
☐ I can write decision statements with the `ifelseif` conditional control structure.
☐ I can interpret flowcharts depicting `ifelseif` statements.
☐ I can evaluate `boolean` expressions using the `char` primitive data type

04.06 Comparing Strings
☐ I recognize that the equality of `Strings` cannot be compared with relational operators.
☐ I can write multistatement conditional blocks.
☐ I can use methods of the `String` class to compare and process strings of characters.
☐ I can create simple menus to give users specific choices.

04.07 Logical Operators
☐ I can write `boolean` conditions with the `AND` and `OR` logical operators.
☐ I understand how to interpret truth tables.

04.08 Checkpoint Delta
☐ I printed the eIMACS checklist and took the practice test.