

# AP<sup>®</sup> Computer Science: Module 6 Checklist

## 06.00 Getting Started with Arrays

- ☐ I created the three module 6 subfolders: Documents, Lessons, and Assignments.
- ☐ I printed the Module 6 Checklist.
- ☐ I have made a list of related items that are important to me.

## 06.01 One-Dimensional Arrays

- ☐ I understand the importance of data structures as opposed to simple variables.
- ☐ I can declare arrays and assign values to them in a variety of ways.
- ☐ I can write programs that utilize the array data structure.

## 06.02 Formatting Output

- ☐ I can use the `printf()` method to format **String** and numeric output.
- ☐ I can write programs that utilize the array data structure.

## 06.03 for-each Loops

- ☐ I can write programs that utilize the array data structure.
- ☐ I can write programs that involve for:each loops.

## 06.04 Challenge Program

- ☐ I can write programs that utilize the array data structure.
- ☐ I can write programs that utilize the Integer constants `MAX_VALUE` and `MIN_VALUE`.
- ☐ I printed eIMACS Checklist No. 4.
- ☐ I took eIMACS Practice Test No.4.

## 06.05 Checkpoint Zeta: Challenge Exam 2

- ☐ I printed eIMACS Checklist No. 9.
- ☐ I took eIMACS Practice Test No. 9.
- ☐ I have taken the Multiple-Choice section of the Module 6 Challenge Exam.
- ☐ I have taken the Free Response Section of the Module 6 Challenge Exam.