AP® Computer Science: Module 3 Checklist

03.00 Introduction
☐ I created the three Module 3 subfolders: Documents, Practice, and Assignments.

03.01 Pseudocode, Recipe for Success
☐ I can write simple algorithms in pseudocode format.

03.02 Primitive Data Types: char
☐ I recognize the difference between character literals and String literals.
☐ I understand the purpose of ASCII code.

03.03 String Objects Lite
☐ I can read a Desk Check program description.
☐ I know how to assign String literals to `String` objects and use them in print statements.

03.04 Escape Sequences
☐ I can use escape characters in print statements.

03.05 The Java API
☐ I understand the organization and purpose of the Java API.

03.06 String Class Methods: The Basics
☐ I can utilize basic methods of the `String` class to manipulate strings of characters.

03.07 Scanner Class Methods
☐ I can utilize methods of the `Scanner` class to accept user input from the keyboard.

03.08 Parsing
☐ I know to convert `String` input into numeric values.

03.09 Challenge Program
☐ I can design a program to accept user input, process numeric values and `String` literals, and print the results in a user friendly format.

03.10 Discussion-Based Assessment
☐ I completed the Module 3 Discussion-Based Assessment.

03.11 Module 3 Exam
☐ I took the Module 3 exam.

03.12 Check Point Gamma
☐ I printed the eIMACS checklist and took the practice test.