



# AP<sup>®</sup> Computer Science: Module 2 Checklist



## 02.00 Introduction

- ☐ I created the three Module 2 subfolders: Documents, Lessons, and Assignments.

## 02.01 Order of Operations

- ☐ I solved arithmetic expressions using the Order of Operations.

## 02.02 Printing Arithmetic Expressions

- ☐ I applied concatenation to produce user-friendly output.
- ☐ I used the `print()` and `println()` methods to verify arithmetic expressions.

## 02.03 Primitive Data Types: `ints`

- ☐ I understand the limitations of the `int` primitive data type.
- ☐ I discovered the benefits of using variables instead of values in a program.

## 02.04 Primitive Data Types: `doubles`

- ☐ I understand the limitations of the `double` primitive data type.

## 02.05 Arithmetic Expressions

- ☐ I can declare and initialize variables.
- ☐ I know the rules and for naming variables.

## 02.06 Primitive Data Type Conversions

- ☐ I can use widening and narrowing conversions to prevent calculation errors.
- ☐ I recognize that primitive data types require different amounts of memory.
- ☐ I can evaluate simple arithmetic expressions in accordance with the Order of Operations.

## 02.07 Pitfalls, Shortcuts, Surprises

- ☐ I understand that numeric values are not always stored precisely in memory.
- ☐ I can use arithmetic/assignment operator shortcuts correctly.
- ☐ I can use increment/decrement operator shortcuts correctly.

## 02.08 Challenge Program

- ☐ I can write simple arithmetic expressions that comply with the Order of Operations.
- ☐ I was able to modify existing code.
- ☐ I understand how to produce user-friendly output.