AP Computer Science Name _____ Per _____

Chapter 3: Program Statements

Overview

This chapter deals with program structure and control. As a part of this chapter you should become familiar with both decision and looping structures and the process of decomposing a problem to decide where these structures are necessary. Also you need to be able to recognize situations where loops and decision structures are necessary.

Reading Assignment

Read pages 126 – 156, 160 – 172 and "summary of key concepts" on page 179 in Java Software Solutions textbook.

Textbook Assignment

Book problems are due at the beginning of the class period *before* the Chapter 3 test. Problems will be checked for completion. You are encouraged to correct your answers with the solutions key during class, break or lunch.

- Self-Review Questions pg 180: all
- Multiple Choice pg 180-183: 3.1 – 3.10
- Short Answer pg 184-186: 3.1, 3.2, 3.3, 3.4, 3.5, 3.7, 3.8, 3.9, 3.10, 3.12, 3.13, 3.14
- AP Style pg 190-191: 3.1, 3.2, 3.3, 3.4, 3.5, 3.6

PracticeIt! Assignments

Complete the following Chapter 3 PracticeIt! assignments. For each problem, *handwrite* the solution and attach with a printed copy of your "My Problems" page *sorted with newest on top*.

<u>Chapter 2: Primitive Data and Definite Loops</u>

- Self-Check 2.24: howManyLines
- Self-Check 2.27: nested loops
- Exercise 2.2: loopSquares
- Exercise 2.6: numberTriangle

<u>Chapter 4: Conditional Execution</u>

- Self-Check 4.2: logicExpressions1
- Exercise 4.8: smallestLargest

<u>Chapter 5: Program Logic and Indefinite Loops</u>

- Self-Check 5.1: whileLoops

Labs

Download the zip file from Git, "Chapter 3 Lab Files". Save to your `\APCS` folder and extract. A `\Chapter 3` folder will be created containing the lab manual and lab files. After your lab has been stamped, handwrite your solution and attach to this sheet. *You will NOT receive any credit for labs unless you turn in your handwritten solutions.*

Lab	Assignment	Completed
	• Rock, Paper, Scissors (`Rock.java`)	
	• Pizza Order (`PizzaOrder.java`)	

Lab	Assignment	Completed
	• Counting and Looping (`LoveCS.java`)	
	• Characters (`Chars.java` you create)	
	• Odd and Even (`OddEven.java` you create)	
	• Powers of 2 (`PowersOf2.java`)	
	• A Guessing Game (`Guess.java`)	
	• Factorials (`Factorial.java` you create)	

Lab	Assignment	Completed
3 GUI's & Graphics	• Divide GUI (`DivideTwoGui.java`)	