AP® COMPUTER SCIENCE A 2018 SCORING GUIDELINES

Apply the question assessment rubric first, which always takes precedence. Penalty points can only be deducted in a part of the question that has earned credit via the question rubric. No part of a question (a, b, c) may have a negative point total. A given penalty can be assessed only once for a question, even if it occurs multiple times or in multiple parts of that question. A maximum of 3 penalty points may be assessed per question.

1-Point Penalty

- v) Array/collection access confusion ([] get)
- w) Extraneous code that causes side-effect (e.g., printing to output, incorrect precondition check)
- x) Local variables used but none declared
- y) Destruction of persistent data (e.g., changing value referenced by parameter)
- z) Void method or constructor that returns a value

No Penalty

- Extraneous code with no side-effect (e.g., valid precondition check, no-op)
- Spelling/case discrepancies where there is no ambiguity*
- o Local variable not declared provided other variables are declared in some part
- o private or public qualifier on a local variable
- o Missing public qualifier on class or constructor header
- o Keyword used as an identifier
- Common mathematical symbols used for operators ($\times \cdot \div < > < > \neq$)
- o [] vs. () vs. <>
- o = instead of == and vice versa
- o length/size confusion for array, String, List, or ArrayList; with or without ()
- o Extraneous [] when referencing entire array
- o [i,j] instead of [i][j]
- o Extraneous size in array declaration, e.g., int[size] nums = new int[size];
- o Missing; where structure clearly conveys intent
- Missing { } where indentation clearly conveys intent
- o Missing () on parameter-less method or constructor invocations
- o Missing() around if or while conditions

*Spelling and case discrepancies for identifiers fall under the "No Penalty" category only if the correction can be **unambiguously** inferred from context, for example, "ArayList" instead of "ArrayList". As a counterexample, note that if the code declares "int G=99, g=0;", then uses "while (G<10)" instead of "while (g<10)", the context does **not** allow for the reader to assume the use of the lower case variable.