AP® Computer Science: Unit 4 Checklist

Introduction
☐ I created the three Unit 4 subfolders: Documents, Lessons, and Assessments.

Number Systems
☐ I can convert between the decimal, binary, octal, and hexadecimal number systems.

Primitive Data Types: `booleans`
☐ I used **`boolean`** expressions to create branching structures.

Condition Statements: `if`
☐ I can write decision statements with the simple **`if`** conditional control structure.
☐ I can interpret flowcharts depicting simple **`if`** statements.

Condition Statements: `ifelse`
☐ I can write decision statements with the **`ifelse`** conditional control structure.
☐ I can interpret flowcharts depicting **`ifelse`** statements.

Condition Statements: `ifelseif`
☐ I can write decision statements with the **`ifelseif`** conditional control structure.
☐ I can interpret flowcharts depicting **`ifelseif`** statements.
☐ I can evaluate **`boolean`** expressions using the **`char`** primitive data type

Comparing Strings
☐ I recognize that the equality of **`Strings`** cannot be compared with relational operators.
☐ I can write multistatement conditional blocks.
☐ I can use methods of the **`String`** class to compare and process strings of characters.
☐ I can create simple menus to give users specific choices.

Logical Operators
☐ I can write **`boolean`** conditions with the **`AND`** and **`OR`** logical operators.
☐ I understand how to interpret truth tables.

Checkpoint Delta
☐ I printed the eIMACS checklist and took the practice test.