AP® Computer Science: Unit 3 Checklist

Introduction
☐ I created the three Unit 3 subfolders: Documents, Practice, and Assessments.

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

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

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

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

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

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

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

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

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.

Unit 3 Exam
☐ I took the Unit 3 exam.

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