

AP[®] Computer Science: Unit 2 Checklist

Getting Started with Recursion

- ☐ I created the three Unit 02 subfolders: Documents, Lessons, and Assessments.
- ☐ I printed the Unit02 Checklist.
- ☐ I read The Cat in the Hat Comes Back.

Divide et Impera

- ☐ I understand the basic principle of divide and conquer.

Real World Recursion

- ☐ I can list the three rules of recursion.
- ☐ I created an image in the Neoplastic style.

The Recursive Leap of Faith

- ☐ I understand that recursion requires thinking about problems in new ways.
- ☐ I have read the first Martin and the Dragon story.

There and Back Again

- ☐ I can evaluate Piecewise functions using the Simplify, Substitute, and Solve Strategy.
- ☐ I understand how to calculate factorials recursively.
- ☐ I wrote the program to calculate Fibonacci numbers.

Are We There Yet?

- ☐ I can explain the similarities and differences between iteration and recursion.
- ☐ I recognize that recursion may excessively use computer memory and processor resources.

Challenge Program

- ☐ I wrote a program to recursively determine if a String is a palindrome.
- ☐ I can design and write programs that use two classes.

Mystery Message

- ☐ I can apply divide and conquer and recursive thinking to a real world situation.

Create Your Own Challenge Exam

- ☐ I created a meaningful project that expresses my understanding of recursion.