

AP[®] Computer Science: Unit 4 Checklist

Getting Back to Basics

- ☐ I created the three Unit 4 subfolders: Documents, Lessons, and Assessments.
- ☐ I printed the Unit 14 Checklist.

Design Strategy: Iterative and Incremental

- ☐ I understand the program development cycle.

Static Means Never Having to Instantiate an Object

- ☐ I can design and implement static methods.
- ☐ I understand the implications of static methods in program design.

Class Variables and Constants

- ☐ I understand the scope and use of class variables.
- ☐ I know how to declare and use constants.

Revisiting Randomness

- ☐ I can use appropriate data representations.
- ☐ I can write algorithms to accomplish specific tasks.

this or That Variable

- ☐ I understand how to use the keyword **this** to distinguish between instance and local variables.

Thinking Outside the Box

- ☐ I can design and implement classes.
- ☐ I know how to implement object-oriented development.

Challenge Program

- ☐ I can read and understand a problem description, purpose, and goals.

Checkpoint

- ☐ I can write programs that apply to complex real-life situations.

Challenge Exam

- ☐ I have reviewed for my unit 4 exam.