

AP Computer Science A

- MOD-1 Some objects or concepts are so frequently represented that programmers can draw upon existing code that has already been tested, enabling them to write solutions more quickly and with a greater degree of confidence.
- MOD-2 Programmers use code to represent a physical object or nonphysical concept, real or imagined, by defining a class based on the attributes and/or behaviors of the object or concept.
- MOD-3 When multiple classes contain common attributes and behaviors, programmers create a new class containing the shared attributes and behaviors forming a hierarchy. Modifications made at the highest level of the hierarchy apply to the subclasses.
- VAR-1 To find specific solutions to generalizable problems, programmers include variables in their code so that the same algorithm runs using different input values.
- VAR-2 To manage large amounts of data or complex relationships in data, programmers write code that groups the data together into a single data structure without creating individual variables for each value.
- CON-1 The way variables and operators are sequenced and combined in an expression determines the computed result.
- CON-2 Programmers incorporate iteration and selection into code as a way of providing instructions for the computer to process each of the many possible input values.