

BUSINESS EDUCATION CURRICULUM SUMMARY

The purpose of the Business Education Curriculum Summary is to present an overview of the Advanced Placement Computer Science A curriculum. Parents are the intended audience of the Business Education Curriculum Summary.

<p>Computers and Object-Oriented Concepts</p> <ul style="list-style-type: none"> • Components – Hardware / Software • Software Concepts • Data and Instruction Representation 	<p>Objects, Classes, and Methods</p> <ul style="list-style-type: none"> • Class Creation • Constructors • Methods • Message Passing • Control/Structures / Iteration • Conditional Statements
<p>Programming Elements and Constructs</p> <ul style="list-style-type: none"> • Data types, Variables, Constants • Structural Elements of a Program • Basic Math Operations • Statements and Expressions • Importing Classes / Java doc. • Input / Output • Exception Handling • Scope 	<p>OO and Programming Logic</p> <ul style="list-style-type: none"> • Core Algorithms • Packages • Inheritance • Encapsulation • Polymorphism • Arrays • Garbage Collection
<p>UML Diagrams</p> <ul style="list-style-type: none"> • Organization • Preplanning • If/Then • Flowcharting • Logical Thinking 	<p>Analyzing Blocks of Code</p> <ul style="list-style-type: none"> • Testing • Checking for Errors • Verifying Input • Writing Source Code
<p>Documenting Program</p> <ul style="list-style-type: none"> • Statements of Purpose / Problem • Visual Representation • Commenting the Source Code • Include Source Code 	