

Mathematics

Introduction to Computer Science

9/18/09

Classes/Data Structures	Properties of Language	Stream Properties	Hardware/Software
<ol style="list-style-type: none">1. Read, use and modify classes.2. Read, use and implement constructors including initializes lists.3. Use AP class templates for strings and arrays.4. Differentiate header and executable files.	<ol style="list-style-type: none">5. Understand short circuit evaluation.6. Use primitive/objective variable types.7. Use operators, and8. Use conditionals.9. Use function syntax for type casting.10. Use iteration.11. Use () () for indexing arrays.12. Use nested loops.13. Use proper notation header files.14. Use escape sequences.15. Passing variable by reference.16. Use selected functions from math class.17. Distinguished Private & Public member functions (encapsulation).	<ol style="list-style-type: none">18. Use proper Input/Output syntax.	<ol style="list-style-type: none">19. Trace the development of the “computer”.20. Investigate hardware components (e.g., cpu, memory, secondary storage, I/O devices).21. Examination of the representation of information in Computer memory (e.g., Binary numbers, other base numbers, ASCII code).22. Investigate the development of various types of software (e.g., operating system, ROM-firmware, application programs, interfaces, assembly language, compiler, source code, high level language assembler, debugging techniques).