## **Computer Science Scope and Sequence**

Six	Organizing Topic	Classroom Activities/	Resources
Weeks		Assessment	
1	Introduction to the three	Written exercises, daily	Textbook:
	fundamental variable types	quizzes online, create	Blue Pelican Java
	String, int, double, boolean	programs, participation in	
		web based forums.	Web site:
	Mixed data types, casting		bluepelicanjava.com
		Teacher observations:	
	Input from the keyboard	Written tests:	
	Decision structures ( <i>if</i> and <i>switch</i>	Online tests:	
	statements)	Rubric assessed	
	Loops (for, while, and do-while)	programming projects:	
	ASCII codes	1	
	char type manipulation		
2	Decimal, binary, hex, and octal	1	
	number systems		
	3		
	Conversion between the systems		
	Fundamentals of classes and	1	
	objects		
	Advanced String methods	1	
	Fundamentals of arrays	1	
	Use of the <i>Arrays</i> class		
	Static methods and variables	1	
	Static methods and variables		
	Static imports		
	Wrapper classes	1	
	Whapper classes		
	Conversion between primitives		
	and wrapper classes		
	and wrapper classes		
	Auto-boxing and unboxing		
3	Using StringTokenizer (optional)	1	
	Input from a disk file	1	
	input from a disk file		
	Formatting (rounding off)		
	1 ornaming (rounding on)		
	Writing to a disk file		
	Bitwise operators	1	
	Random numbers	1	
	StringBuffer Class	1	
	Situite Duffer Class		

	Boolean Algebra	Written exercises, daily	Textbook:
	<b>D</b> 14	quizzes online, create	Blue Pelican Java
4	DeMorgan's theorem	programs, participation in	XX7 1 '4
4	Using the selection operator	web based forums.	Web site:
	Passing by value and by reference	To a draw also a most a man	bluepelicanjava.com
	Two-dimensional arrays	Teacher observations:	
		Written tests: Online tests:	
	Using the Arrays class	Rubric assessed	
	Inheritance	programming projects:	
	The comic symposium	programming projects.	
	The cosmic superclass		
	Exceptions		
	Interfaces		
	Complexity analysis		
	Big O		
	Recursion		
	Application to classical problems		
	such as the Fibonacci series and		
	factorial		
	Sorting routines		
	Bubble, selection, insertion,		
	quick, merge		
5	List interface		
	ArrayList		
	Iterator/ListIterator		
	Comparable/Comparator		
	HashSet		
	TreeSet		
	Flow charts		
	Optimizing for speed (optional)		
6	Singly Linked List		
	The LinkedList class		
	Binary Search		
	Binary Search Tree		
	Queues		
	Inner classes (optional)		

Heaps	Written exercises, daily	Textbook:
Priority Queues	quizzes online, create programs, participation in web based forums.	Blue Pelican Java Web site:
Lookup tables		bluepelicanjava.com
Hashing	Teacher observations: Written tests: Online tests: Rubric assessed programming projects:	