

Summer Reading/Activity for AP Computer Science A:

NOTE: Must have a little to zero understanding of **variables** and computer language constructs (**conditionals** and **loops**)

If possible, install Eclipse and learn how to use it... NOT REQUIRED. You can also use <https://www.online-java.com/>

A. Codecademy: <https://www.codecademy.com/catalog/language/java>

Register (it's free).

Look for Learn Java Box... 16 friendly Lessons

B. CSAwesome: <https://runestone.academy/ns/books/published/csawesome/index.html>

Beginners must study UNIT 1 in detail. (no need to register)

Study Units 1, 3, 4 and 5

C. Practice It: <https://practiceit.cs.washington.edu/>

Register (it's free).

This site contains review questions

Locate **Building Java Programs**.

Study Chapters 1, 2, 4, and 5

D. Advance:

<https://codingbat.com/java>

Register (it's also free).

Practice on methods - input (argument) and **output** (return value)

Do Warmup-1, Warmup-2, String-1, Array 1, Logic-1 and Logic-2

OOP: Read <https://www.jeroo.org/docs/JerooDocPython.pdf> and use <https://www.jeroo.org/beta/dashboard>

Jeroo object – to understand object-oriented programming

Summer Reading/Activity for Advance Computer Science (Pre-AP):

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Register (it's free).

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If possible, install Eclipse and learn how to use it... NOT REQUIRED. You can also use <https://www.online-java.com/>

B. Python: <https://www.learnpython.org/>

Learn the basics: variables, operations, conditions, loops

You may use <https://www.online-python.com/>

C. Others: C++ on Arduino (if you have Arduino) <https://www.arduino.cc/>

Summer Reading/Activity for Computer Science Principles:

(You may have to register if required. It's free.)

Code.org ---> Create --->

- Sprite Lab

- Artist

- App Lab

- Game Lab