



Weekly Planner: AP CSP week of 3.16.20



AP CSP

BIG IDEA for the week:

3- ALGORITHMS AND PROGRAMMING

Flip Code: [cccaapcsp](https://www.collegeboard.org/apcsp)

At this time, I have unlocked most of Unit 5 for you and you may work ahead of schedule if you like.

Day	
Mon 3.16	U5L8 -I will be providing direct instruction with powerpoints and EvansCode via schoology as I complete them. I will also be in schoology and in code.org providing hints as needed for at least two hours each day.
Tues 3.17	U5L9
Wed 3.18	U5L10
Thurs 3.19	Review of Lessons 1-10 AP exam practice questions (answers given at very end) Our weekly ZOOM office hours will be 6-8 pm as always.

Fri	Unit 5 assessment #2
3.20	

Scoring Guidelines and Notes for the 2019 Exam Administration

Explore – Sample Responses	Create – Sample Responses	Scoring Guidelines	Commentary
Explore A: Artifact Explore A: Written response Explore B: Artifact Explore B: Written response Explore C: Artifact Explore C: Written response Explore D: Artifact Explore D: Written response Explore E: Artifact Explore E: Written response Explore F: Artifact Explore F: Written response Explore G: Artifact Explore G: Written response Explore H: Artifact	Create A: Video Create A: Written response Create B: Video Create B: Written response Create C: Video Create C: Written response Create D: Video Create D: Written response Create E: Video Create E: Written response Create F: Video Create F: Written response Create G: Video Create G: Written response Create H: Video Create H: Written response Create I: Video Create I: Written response	Scoring Guidelines Chief Reader Report	Explore: Commentary Create: Commentary Scoring Distribution

Explore – Sample Responses	Create – Sample Responses	Scoring Guidelines	Commentary
Explore H: Written response Explore I: Artifact Explore I: Written response Explore J: Artifact Explore J: Written response	Create J: Video Create J: Written response		

Syntax

```
1 for (initialization; condition; increment) {  
2   // block of statements  
3 }
```

Here is a typical construct for loop used to count from 0 to 3 to execute the block of code 4 times:

```
for(var i = 0; i < 4; i++)
```

initialization `var i = 0;` is executed once, before anything else. Create an identifier named *i* and initialize it to 0.

condition `i < 4;` is checked before each iteration, to see if the block of statements should execute or not. If *i* is less than 4.

increment `i++` is executed after every iteration, after the block of statements is executed. Increase (increment) *i* by 1.