

AP[®] COMPUTER SCIENCE PRINCIPLES

AP Exam Review

AP Computer Science Principles

Big Idea 1: Creative Development

- investigating and reflecting
- designing
- prototyping
- testing

A _____ is a mistake in the algorithm

Ex. Trying to loop through a list but forgetting the last element

A _____ is a mistake in the rules of the programming language

Ex. Leaving off a semicolon at the end of a statement

A _____ is a mistake in the program that occurs during execution

An _____ is an error that occurs when a program attempts to access a memory location that is not part of the program's memory space

FREE!!

Big Idea 2: Data

When presented with scenarios that describe data and metadata for analysis, students should be able to extract what information is relevant as well as a potential programming process to analyze the data.

CRUNCH SHEET, FRQS, & MORE!