AP Computer Science — Lesson 03/27
Dr. Paul L. Bailey — Thursday, March 26, 2020

We will develop our next project gradually. I will give a bit more each day to work on. That way, you all will hopefully stay engaged.

- Due Sunday, March 29, 2020, 11:59 PM, is your completed Project 34. Please zip the entire project and email it to `paul.bailey@basised.com`.
- Glance over `PCScix35a_Was2016` and `PCScix35a_Was2017`. These are the versions of this project as I gave them to my class three years ago and two years ago. We will may do some different theory this year.
- Read `PCScix35b_GraphTheory`.
- Due Tuesday, March 31, 2020, 11:59 PM, is your response to SubProject 35b.

Subproject 35b will ask you to outline the design of some low level classes for the Graph Theory project. After you have tried to do this and submitted it on Tuesday, I will post my core for the project, and ask you to add various methods, perhaps a couple new concepts every few days.

For project 35, please submit all work using Microsoft Teams Assignments. You will upload your files. From now on, to submit your code:

(a) Zip the entire `src` directory under your Netbeans project,
and rename it LastnameFirstnameProjectnumber.zip. For example, Harry Potter's next submission would be `PotterHarryP35b.zip`.

(b) Upload it into the correct assignment on Microsoft Teams.

I plan to have "Office Hours" for this class on Tuesday, March 31, at 9 AM. Let me know if you can make it on the Google Form. If most of you can't make it, I will change it to 8 AM. This will be a Microsoft Teams meeting, and will be an opportunity for us to touch base and to ask and answer questions. Try to make it if you can. With any luck I will have a functioning document reader to write on.

After your have read this, please acknowledge that by filling out the following Google Forms checkin.

0327 AP Computer Science Checkin

I final note - considering that this is an AP class, you may be wondering about studying and practicing for the test. We will do this. Until you are completely comfortable programming, the best practice is probably writing code.