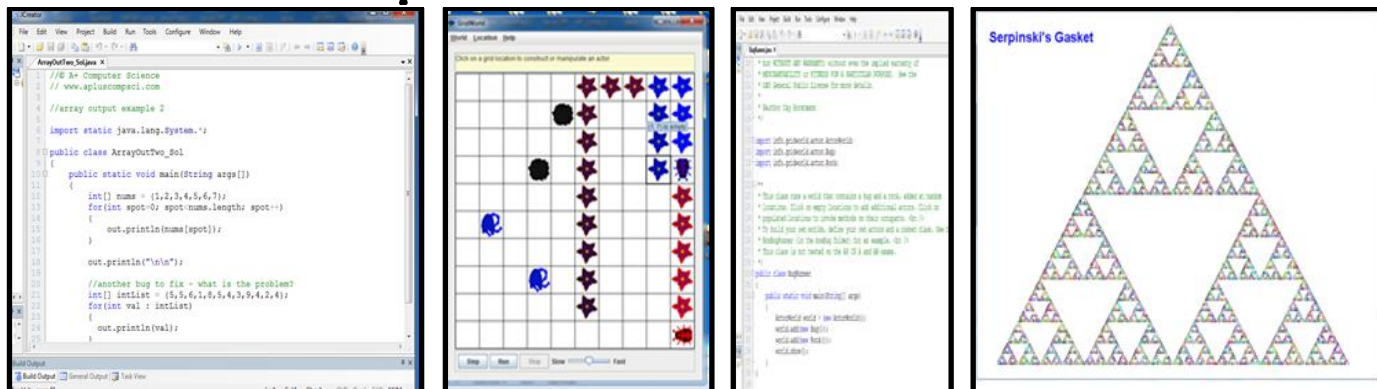


# Computer Programming II



Prerequisite: Computer Programming I or Pre-Advanced Computer Programming I  
 Course: 1265CT      Credits: 1      Length: 18 weeks      Placement: 10-12

## Course Description

Students will use the JAVA language to create programs for games and classic algorithms while learning intermediate, college-level object-oriented programming concepts. Students will have the opportunity to participate in a variety of extra-curricular and contest activities.

Students can potentially earn college credit by taking the AP Computer Science A Exam.

## Student Activities

Students will learn to develop programs in the JAVA programming language and will complete a variety of labs and projects to showcase the programming skills and algorithms learned. Students will have the opportunity to work and compete in teams in a variety of settings and students will be prepared to take the AP CS A exam and receive college credit for the course in the spring.

### Certificate of Excellence



Students can earn a Certificate of Excellence by achieving a specific list of real world skills related to this course.

For the list of skills, please visit

[goo.gl/9VM3a9](http://goo.gl/9VM3a9)

### Organizations/After School/Competitions

- Computer Science Students Associations
- Game Design Club
- Business Professionals of America
- UIL Computer Science
- FIRST FTC Robotics

