

# Lesson 73: An ArrayList FRQ (W24D1)

Balboa High School

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Read the heading from 2007's AP Computer Science A Exam, Part II.

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**2007 AP<sup>®</sup> COMPUTER SCIENCE A FREE-RESPONSE QUESTIONS**

**COMPUTER SCIENCE A  
SECTION II**

**Time—1 hour and 45 minutes**

**Number of questions—4**

**Percent of total grade—50**

**Directions: SHOW ALL YOUR WORK. REMEMBER THAT PROGRAM SEGMENTS ARE TO BE WRITTEN IN JAVA.**

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Now proceed to the next slide →

Problem #3 from 2007's Part II involves the use of ArrayList.

- Download a PDF version of that question from [here](#).
- Read the problem description on pp7-8 **very carefully**, stopping before part (a). Of the 1:45hrs you have for Part II, plan on spending a bit of that time reading and understanding the problems before attempting to sketch out solutions!
- Don't start answering part (a) yet. . .
- What questions do you have?

Students will work on a released AP FRQ<sup>1</sup> relating to ArrayList and continue working on PS #12.

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<sup>1</sup>Free-Response Question

# Our First AP FRQ

- Carefully read part (a) on p8.
- On paper — or in notepad or another text editor (**not Eclipse or any other editor with code highlighting**) — compose a response to part (a), an implementation of `getScore()`.
- Once done with part (a), move on to part (b).
- If you finish before the time is up, continue working on PS #12...

# Let's Score the Responses

- Open the scoring document, located [here](#).
- Out of the 4.5pts for each of parts (a) and (b), try to figure out your score. If you have any doubts about the number of points you'd be awarded by an AP grader, ask a neighbor.

# How do you compare?



## Free-Response Questions Scoring Statistics

Question	Mean	Standard Deviation	Number of Points Possible
1	3.86	3.03	9
2	3.19	2.99	9
3	5.04	3.2	9
4	3.68	3.09	9

# How do you compare?

If you didn't score well, don't worry; this was your first attempt at an FRQ!



# Their Solution

Let's have a look at the graders' solution, posted [here](#).

- Make sure you've gotten the first two sign-offs for PS #12, for FortuneTeller and Scrabble.
- Start §9. There are two methods that need to be written in PS12Auto.java, where your solution to createWedge()<sup>2</sup> should already reside.
- Make sure that the methods you include in PS12Auto.java are adequately tested using the class' main().

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<sup>2</sup>Litvin Ch. 9, #10

Finish PS #12, §9.