

# Lesson 96: AP Prep #5 (W33D1)

Balboa High School

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- Take out the HW (A1 FRQ #4) to be checked.
- In new project L96, work on 2013 FRQ #1:
  - see the problem description [here](#)
  - download the classes [here](#)
  - complete methods `getDownloadInfo()` & `updateDownloads()`

# Aim

Students will work on problems in preparation for the AP exam.

# Solution to 2013 FRQ #1

Let's look at the solution [here](#)...

## Some Thoughts on A1 FRQ #4

There were a number of potential “gotchas” in this question:

- Did you understand how to keep the lane numbers (indexes) in bounds?
- Did direction (up/down) result in a change in how you checked whether a car could switch lanes?
- Did you move cars to the right in a way that didn't cause data to be lost/damaged?

# Solution to A1 FRQ #4

See your teacher's solution to A1 FRQ #4 [here](#).

**On paper,** answer 2007 FRQ #4, [Game Design](#).