South Dakota CTE

Advanced Computer Programming (2020)

Utilize problem solving skills in a programming environment. ACP 1	1 **Demonstrate the ability to compile, apply problem solving to debugging and executing programs.** ACP 1.1
Employ advanced conventions for creation and design of a software program. ACP 2	1 **Demonstrate the ability to compile, apply problem solving to debugging and executing programs.** ACP 2.1 2 **Examine software development processes.** ACP 2.2 3 **Implement the syntactical components of a program.** ACP 2.3
Properly use language-fundamental commands and operations independently. ACP 3	1 **Demonstrate the ability to use basic elements of a specific language.** ACP 3.1 2 **Employ basic arithmetic expressions in programs.** ACP 3.2 3 **Demonstrate the ability to use data types in programs.** ACP 3.3 4 **Incorporate functions/methods.** ACP 3.4
Apply control structures. ACP 4	1 **Demonstrate the ability to use relational and logical operators in programs.** ACP 4.1 2 **Investigate conditional statements.** ACP 4.2 3 **Implement loops in programs.** ACP 4.3
Integrate arrays. ACP 5	1 **Demonstrate the ability to use arrays in programs.** ACP 5.1 2 **Demonstrate the ability to use strings in programs.** ACP 5.2
Implement object-oriented programming techniques. ACP 6	1 **Demonstrate the ability to use existing classes.** ACP 6.1 2 **Demonstrate the ability to create user-defined classes.** ACP 6.2 3 **Demonstrate proper design principles with classes.** ACP 6.3