

# AP Computer Science A – Assignment Sheet

## Unit #9 – More on Classes, Inheritance, Interfaces, and Polymorphism

The following written and/or program assignments can be found in chapter 10 of the textbook and workbook. An online and written test will be given over chapter 10.

### Chapter 10

- 1) Read chapter 10 - pages 351 thru 395.
- 2) Do written exercises in the textbook - pages 356, 362, 367, 371, 377, 380, 383, 385, 392, and 395.
- 3) Do Fill in the Blank, T/F, M/C, and Written Questions in the workbook – pages 126-129.
- 4) Do the following 7 programs (see handout): “DrawSquare.java”, “TestPens.java”, “TestShapes.java”, “TestShapes2.java”, “TestShapes3.java”, “TestShapes4.java”, and “Triangle.java”.