

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](#)