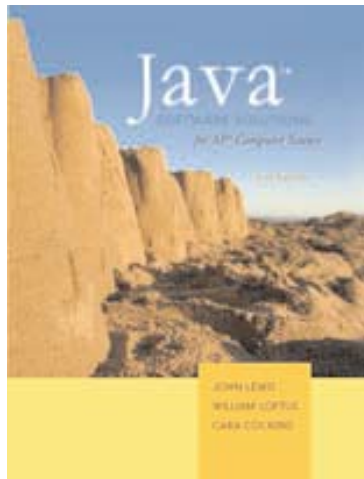


Prentice Hall

*Java Software Solutions for AP Computer Science, 3rd Edition (Lewis, et. al) © 2011
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C O R R E L A T E D T O

Louisiana GLE's for Computer Science 1 - 061102
Grades 9-12

Computer Education Correlation

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Computer Science I	CORRELATION NOTATIONS	✓ if the content of the text material is sufficient to allow students to adequately meet the GLE..
Topics Addressed		
1. Basic Concepts of Programming including object oriented design and concepts.	SE: 2-9, 22-40, 51-115, 118, 157-161, 182-192, 192-202, 203-210, 211-220, 225, 242-252, 253-259, 259-268, 268-273-274, 284, 363-417, 372-384, 388-399, 581-590 TE: 25-47, 48-56	
2. Programming Logic and design including use of visual organizers.	SE: 29, 35, 54, 56, 62, 64, 86, 121, 125, 136, 139, 151, 152, 184, 190, 191, 192, 193, 195, 198, 199, 244-245, 252, 296, 299, 303, 305, 306, 314, 317, 320, 323, 329, 330, 374, 379, 382, 390, 404, 431, 434, 435, 440-441, 445, 460, 476, 478-480, 483-484, 486, 490, 512-514, 516, 518, 522-523, 527-531, 535 TE: 87-96, 101-142, 143-178, 179-221, 223-259	
3. Creating and running a program.	SE: 25, 30-31, 47-48, 55, 58, 59, 61, 62, 64, 71, 75, 79, 87, 91, 92, 94, 96, 103-104, 111-112, 126-127, 129, 137, 138-139, 141-142, 145-146, 148-149, 150, 152-153, 154, 156, 159-160, 162-163, 164-165, 166-167, 174-177, 185, 186, 188-189, 194, 195-197, 205, 206-207, 208, 209-210, 212, 213-216, 217, 218, 219, 222-223, 224, 229-233, 246-247, 248, 250, 251, 254-256, 258, 259, 260, 261, 262, 263, 265-266, 275, 277-278, 280, 281-282, 288-290, 298, 300, 301-302, 304, 307, 308, 309-310, 311-312, 313, 315, 316, 318, 320, 321-322, 324-326, 331-333, 335, 337, 339-340, 342, 343-344, 346, 347-348, 354-357, 365-370, 372-373, 376-378, 380-387, 391-399, 406-408, 410-415, 421-422, 437-439, 442-444, 446-449, 452, 455-459, 466-467, 477, 480-483, 485-486, 488-489, 491, 492-493, 500-501, 515-516, 519, 520-521, 522, 525-526, 532, 533-534, 536, 537-539, 541-542, 551	

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5. Mathematical and Logical Operators	SE: 68-71, 130-134, 134-136, 579-580 TE: 5-11	
6. Use of Graphics	SE: 38-40, 97-104, 161-167, 221-224, 273-283, 338-349, 402-415, 451-460	
7. Advanced programming elements including arrays, search and sorts.	SE: 296-313, 313-318, 319-338, 364-370, 371, 372-383, 384-386, 387, 388-398, 399-401, 430-451, 474-475, 475-485, 486-490, 510-526, 526-542 TE: 17-23, 48-56, 57-59, 61-69, 71-75, 77-86	
9. Testing and Debugging	SE: 37, 256-259, 271-273	

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