




# AP COMPUTER SCIENCE PRINCIPLES & AP COMPUTER SCIENCE A

## CTAE DEPARTMENT

### COLLEGE BOARD COURSE DESCRIPTION LINKS:

 [AP Computer Science Principles](#)  
[AP Computer Science A](#)

## PRE-REQUISITE RECOMMENDATIONS

Recommended for AP CSP:  
Introduction to Digital  
Technology

Required for AP CS A:  
AP Computer Science  
Principles

## GRADUATION & HOPE INFORMATION

Both of these courses qualify as a fourth science course for graduation and for admission to the University System of Georgia.

Both of these courses can be used to satisfy the World Language admission requirement for USG.

Both of these courses qualify as a HOPE Rigor course.

## MHS COURSE WEBSITE:

None available



## COURSE DESCRIPTIONS

AP Computer Science Principles: College-level introduction to the concepts of Computer Science and how it affects society that prepares for the AP exam. Includes the rigors of computer programming and is the 2nd course of the Software Technology pathway.

AP Computer Science A: College-level Computer Science with the focus on the Java programming language that prepares for the AP exam and is the 3rd course of the Software Technology pathway.



## TEACHER FEEDBACK

### TIME COMMITMENT:

Students should expect to spend 4-8 hours per week outside of class to be successful in these courses.

### TYPES OF WORK IN THIS COURSE:

About the same **reading/writing** as other courses.  
More **lab work** than other courses.  
About the same **projects** as other courses.

### STUDENTS SHOULD KNOW:

Students must be interested in coding and programming to be successful.



## STUDENT FEEDBACK

### TIME COMMITMENT:

Most students reported that they spend 0-3 hours per week in order to be successful in these courses.

### DIFFICULTY/PACE:

Most students reported that this course is less difficult, however it moves faster, than other courses (data for AP Computer Science A only).