

2017



AP Computer Science A

Scoring Guidelines

AP[®] COMPUTER SCIENCE A 2017 GENERAL SCORING GUIDELINES

Apply the question assessment rubric first, which always takes precedence. Penalty points can only be deducted in a part of the question that has earned credit via the question rubric. No part of a question (a, b, c) may have a negative point total. A given penalty can be assessed only once for a question, even if it occurs multiple times or in multiple parts of that question. A maximum of 3 penalty points may be assessed per question.

1-Point Penalty

- v) Array/collection access confusion (`[] get`)
- w) Extraneous code that causes side-effect (e.g., printing to output, incorrect precondition check)
- x) Local variables used but none declared
- y) Destruction of persistent data (e.g., changing value referenced by parameter)
- z) Void method or constructor that returns a value

No Penalty

- o Extraneous code with no side-effect (e.g., valid precondition check, no-op)
- o Spelling/case discrepancies where there is no ambiguity*
- o Local variable not declared provided other variables are declared in some part
- o `private` or `public` qualifier on a local variable
- o Missing `public` qualifier on class or constructor header
- o Keyword used as an identifier
- o Common mathematical symbols used for operators (`*` `*` `+` `+` `≤` `≥` `<>` `≠`)
- o `[]` vs. `()` vs. `<>`
- o `=` instead of `==` and vice versa
- o `length/size` confusion for array, `String`, `List`, or `ArrayList`; with or without `()`
- o Extraneous `[]` when referencing entire array
- o `[i,j]` instead of `[i][j]`
- o Extraneous size in array declaration, e.g., `int[size] nums = new int[size];`
- o Missing `;` where structure clearly conveys intent
- o Missing `{ }` where indentation clearly conveys intent
- o Missing `()` on parameter-less method or constructor invocations
- o Missing `()` around `if` or `while` conditions

Spelling and case discrepancies for identifiers fall under the “No Penalty” category only if the correction can be **unambiguously inferred from context, for example, “`ArayList`” instead of “`ArrayList`.” As a counterexample, note that if the code declares “`int G=99, g=0;`”, then uses “`while (G < 10)`” instead of “`while (g < 10)`”, the context does **not** allow for the reader to assume the use of the lower case variable.*

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Question 1: Digits

Part (a)	Digits constructor	5 points
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Intent: Initialize instance variable using passed parameter

- +1 Constructs digitList
- +1 Identifies a digit in num
- +1 Adds at least one identified digit to a list
- +1 Adds all identified digits to a list (*must be in context of a loop*)
- +1 **On exit:** digitList contains all and only digits of num in the correct order

Part (b)	isStrictlyIncreasing	4 points
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Intent: Determine whether or not elements in digitList are in increasing order

- +1 Compares at least one identified consecutive pair of digitList elements
- +1 Determines if a consecutive pair of digitList is out of order (*must be in context of a digitList traversal*)
- +1 Compares all necessary consecutive pairs of elements (*no bounds errors*)
- +1 Returns true iff all consecutive pairs of elements are in order; returns false otherwise

Question-Specific Penalties

- 2 (g) Uses confused identifier instead of digitList

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Question 1: Scoring Notes

Part (a) Digits constructor			5 points
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Constructs digitList		- initialize a local variable instead of digitList - create an ArrayList<int>
+1	Identifies a digit in num	identify one digit of num or a length one substring/character of the String representation of num	- treat num itself as a String - convert num to a String incorrectly
+1	Adds at least one identified digit to a list	call add for some ArrayList using the previously identified digit, even if that digit was identified incorrectly	add String or char to digitList without proper conversion to the correct type
+1	Adds all identified digits to a list (<i>must be in the context of a loop</i>)	call add for some ArrayList using previously identified digits, even if those digits were identified incorrectly	identify only 1 digit
+1	On exit: digitList contains all and only digits of num in the correct order	add to digitList even if it is not instantiated properly	- obtain a list with the digits in reverse order - omit one or more digits - add extra digits - mishandle edge case, e.g., 0 or 10 - make a bounds error processing the String representation of num
Part (b) isStrictlyIncreasing			4 points
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Compares at least one identified consecutive pair of digitList elements	- compare two consecutive Integers using compareTo - explicitly convert two consecutive Integers to ints and compare those with >=, <= etc. - use auto-unboxing to convert two consecutive Integers to ints and compare those with >=, <= etc.	- access digitList as an array or string - fail to call .get() - compare using !>
+1	Determines if a consecutive pair of digitList is out of order (<i>must be in context of a digitList traversal</i>)	determine the correct relationship between the two compared consecutive elements, even if the syntax of the comparison is incorrect	fail to consider the case where the two elements are equal for the false case
+1	Compares all necessary consecutive pairs of elements (<i>no bounds errors</i>)		return early
+1	Returns true iff all consecutive pairs of elements are in order; returns false otherwise	compare consecutive pairs for inequality, but fail to consider the case when two elements are equal	return prematurely via if (...) return false; else return true;

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Question 1: Digits

Part (a)

```
public Digits(int num)
{
    digitList = new ArrayList<Integer>();

    if (num == 0)
    {
        digitList.add(new Integer(0));
    }

    while (num > 0)
    {
        digitList.add(0, new Integer(num % 10));
        num /= 10;
    }
}
```

Part (b)

```
public boolean isStrictlyIncreasing()
{
    for (int i = 0; i < digitList.size()-1; i++)
    {
        if (digitList.get(i).intValue() >= digitList.get(i+1).intValue())
        {
            return false;
        }
    }
    return true;
}
```

Note: The solutions shown above were written in compliance with the AP Java subset methods listed for `Integer` objects. Students were allowed to use the automatic "boxing" and "unboxing" of `Integer` objects in their solutions, which eliminates the need to use `"new Integer (...)"` in part (a) and `"intValue ()"` in part (b).

These canonical solutions serve an expository role, depicting general approaches to solution. Each reflects only one instance from the infinite set of valid solutions. The solutions are presented in a coding style chosen to enhance readability and facilitate understanding.

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Question 2: MultiPractice

Class:	<code>MultiPractice</code>	9 points
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Intent: Define implementation of class to produce multiplication practice problems

- +1** Declares header: `public class MultiPractice implements StudyPractice`
- +1** Declares all necessary `private` instance variables
- +2** Constructor
 - +1** Declares header: `public MultiPractice(int __, int __)`
 - +1** Initializes all instance variables using parameters
- +3** `getProblem` method
 - +1** Declares header: `public String getProblem()`
 - +1** Builds string with current values of instance variables
 - +1** Returns constructed string
- +2** `nextProblem` method
 - +1** Declares header: `public void nextProblem()`
 - +1** Updates instance variable(s) to reflect incremented second number

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Question 2: Scoring Notes

Class MultiPractice			9 points
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Declares header: public class MultiPractice implements StudyPractice	omit keyword public	declare class private
+1	Declares all necessary private instance variables	declare the unchanging instance variable as final	- declare variables as static - omit keyword private
+2	Constructor		
+1	Declares header: public MultiPractice (int ____, int ____)	omit keyword public	
+1	Initializes all instance variables using parameters		- fail to declare nonlocal variables - initialize local variables instead of instance variables - assign variables to parameters
+3	getProblem method		
+1	Declares header: public String getProblem()		fail to declare method public
+1	Builds string with current values of instance variables	- write appropriate code in a method other than getProblem - make capitalization or spacing errors	- fail to declare nonlocal variables - fail to use instance variables - miscast (String) intVar - call intVar.toString()
+1	Returns constructed string		return a literal string
+2	nextProblem method		
+1	Declares header: public void nextProblem()		fail to declare method public
+1	Updates instance variable(s) to reflect incremented second number		fail to declare non-local variables

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Question 2: MultiPractice

```
public class MultiPractice implements StudyPractice
{
    private int first;
    private int second;

    public MultiPractice(int num1, int num2)
    {
        first = num1;
        second = num2;
    }

    public String getProblem()
    {
        return first + " TIMES " + second;
    }

    public void nextProblem()
    {
        second++;
    }
}
```

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Question 3: PhraseEditor

Part (a)	<code>replaceNthOccurrence</code>	5 points
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Intent: Replace the *nth* occurrence of a given string with a given replacement

- +1 Calls `findNthOccurrence` to find the index of the *nth* occurrence
- +1 Preserves `currentPhrase` only if *nth* occurrence does not exist
- +1 Identifies components of `currentPhrase` to retain (uses `substring` to extract before/after)
- +1 Creates replacement string using identified components and `repl`
- +1 Assigns replacement string to instance variable (`currentPhrase`)

Part (b)	<code>findLastOccurrence</code>	4 points
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Intent: Return the index of the last occurrence of a given string

- +1 Calls `findNthOccurrence` to find the index of the *nth* occurrence
- +1 Increments (or decrements) the value used as *n* when finding *nth* occurrence
- +1 Returns the index of the last occurrence, if it exists
- +1 Returns -1 only when no occurrences exist

Question-Specific Penalties

- 1 (q) Uses `currentPhrase.findNthOccurrence`
- 2 (r) Confused identifier instead of `currentPhrase`

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Question 3: Scoring Notes

Part (a) <code>replaceNthOccurrence</code>		5 points	
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Calls <code>findNthOccurrence</code> to find the index of the <i>nth</i> occurrence	do not use the result of calling <code>findNthOccurrence</code>	
+1	Preserves <code>currentPhrase</code> only if <i>nth</i> occurrence does not exist		fail to use a conditional
+1	Identifies components of <code>currentPhrase</code> to retain (uses <code>substring</code> to extract before/after)	identify start and end of substring to be replaced	
+1	Creates replacement string using identified components and <code>repl</code>		create a replacement string that is out of order
+1	Assigns replacement string to instance variable (<code>currentPhrase</code>)		
Part (b) <code>findLastOccurrence</code>		4 points	
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Calls <code>findNthOccurrence</code> to find the index of the <i>nth</i> occurrence	do not use the result of calling <code>findNthOccurrence</code>	<code>return currentPhrase.lastIndexOf(str);</code> - call <code>findNthOccurrence</code> with an integer parameter of 0
+1	Increments (or decrements) the value used as <i>n</i> when finding <i>nth</i> occurrence	<code>return currentPhrase.lastIndexOf(str);</code> - advance through <code>currentPhrase</code> searching for <i>nth</i> occurrence of <code>str</code>	
+1	Returns the index of the last occurrence, if it exists	<code>return currentPhrase.lastIndexOf(str);</code> - compute the correct value to be returned in all cases, but no return statement exists for any case	- shorten string being searched - always return in first iteration of the loop
+1	Returns -1 only when no occurrences exist	<code>return currentPhrase.lastIndexOf(str);</code>	- compute the correct value to be returned in all cases, but no return statement exists for any case - always return in first iteration of the loop

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Question 3: PhraseEditor

Part (a)

```
public void replaceNthOccurrence(String str, int n, String repl)
{
    int loc = findNthOccurrence(str, n);

    if (loc != -1)
    {
        currentPhrase = currentPhrase.substring(0, loc) + repl +
                        currentPhrase.substring(loc + str.length());
    }
}
```

Part (b)

```
public int findLastOccurrence(String str)
{
    int n = 1;
    while (findNthOccurrence(str, n+1) != -1)
    {
        n++;
    }
    return findNthOccurrence(str, n);
}
```

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Question 4: Successor Array

Part (a)	<code>findPosition</code>	5 points
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Intent: Find the position of a given integer in a 2D integer array

- +1** Accesses all necessary elements of `intArr` (no bounds errors)
- +1** Identifies `intArr` element equal to `num` (in context of an `intArr` traversal)
- +1** Constructs `Position` object with same row and column as identified `intArr` element
- +1** Selects constructed object when `intArr` element identified; `null` when not
- +1** Returns selected value

Part (b)	<code>getSuccessorArray</code>	4 points
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Intent: Create a successor array based on a 2D integer array

- +1** Creates 2D array of `Position` objects with same dimensions as `intArr`
- +1** Assigns a value to a location in 2D successor array using a valid call to `findPosition`
- +1** Determines the successor `Position` of an `intArr` element accessed by row and column (in context of `intArr` traversal)
- +1** Assigns all necessary locations in successor array with corresponding position object or `null` (no bounds errors)

Question-Specific Penalties

- 1** (s) Uses confused identifier `Arr`
- 1** (t) Uses `intArr[].length` as the number of columns
- 1** (u) Uses non-existent accessor methods from `Position`

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Question 4: Scoring Notes

Part (a) findPosition			5 points
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Accesses all necessary elements of <code>intArr</code> (no bounds errors)		- use <code>if (...) return;</code> else <code>return null;</code> inside loop - confuse row and column bounds - fail to traverse <code>intArr</code>
+1	Identifies <code>intArr</code> element equal to <code>num</code> (in context of an <code>intArr</code> traversal)		use <code>.equals</code> instead of <code>==</code>
+1	Constructs <code>Position</code> object with same row and column as identified <code>intArr</code> element		- omit keyword <code>new</code> - use <code>(r,c)</code> instead of <code>Position(r,c)</code>
+1	Selects constructed object when <code>intArr</code> element identified; null when not	- use "null" instead of <code>null</code> - construct a <code>String</code> object using row and column indices	- use <code>if (...) return;</code> else <code>return null;</code> inside loop - use <code>(r,c)</code> instead of <code>Position(r,c)</code>
+1	Returns selected value		
Part (b) getSuccessorArray			4 points
Points	Rubric Criteria	Responses earn the point if they ...	Responses will not earn the point if they ...
+1	Creates 2D array of <code>Position</code> objects with same dimensions as <code>intArr</code>		omit keyword <code>new</code>
+1	Assigns a value to a location in 2D successor array using a valid call to <code>findPosition</code>	call <code>Successors.findPosition(...)</code>	- reimplement the code from <code>findPosition</code> - call <code>findPosition</code> with a single argument - call <code>this.findPosition(...)</code>
+1	Determines the successor <code>Position</code> of an <code>intArr</code> element accessed by row and column (in context of <code>intArr</code> traversal)	reimplement the code from <code>findPosition</code>	- call <code>findPosition</code> using an integer that is not identified with a location in <code>intArr</code> - call <code>findPosition</code> with a single argument
+1	Assigns all necessary locations in successor array with corresponding position object or null (no bounds errors)	- use <code>SuccessorArray</code> dimensions correctly, even if <code>SuccessorArray</code> was not initialized properly - only assign non-null entries to <code>SuccessorArray</code>	- reimplement the code from <code>findPosition</code> but mishandle the null case. - fail to traverse <code>intArr</code>

Return is not assessed in Part (b).

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Question 4: Successor Array

Part (a)

```
public static Position findPosition(int num, int[][] intArr)
{
    for (int row=0; row < intArr.length; row++)
    {
        for (int col=0; col < intArr[0].length; col++)
        {
            if (intArr[row][col] == num)
            {
                return new Position(row, col);
            }
        }
    }
    return null;
}
```

Part (b)

```
public static Position[][] getSuccessorArray(int[][] intArr)
{
    Position[][] newArr = new Position[intArr.length][intArr[0].length];

    for (int row=0; row < intArr.length; row++)
    {
        for (int col=0; col < intArr[0].length; col++)
        {
            newArr[row][col] = findPosition(intArr[row][col]+1, intArr);
        }
    }
    return newArr;
}
```

These canonical solutions serve an expository role, depicting general approaches to solution. Each reflects only one instance from the infinite set of valid solutions. The solutions are presented in a coding style chosen to enhance readability and facilitate understanding.