
Errata sheet for AP Computer Science A

This document lists corrections and/or refinements made to the AP Computer Science A Course and Exam Description since it was published in May of 2019.

Corrections as of September, 2019

The item listed below has been corrected in the online version of the CED. Teachers can print out the individual page in order to update their printed CED binders.

- The Java Quick Reference sheet (p. 209) was updated. The “Math class” section was updated by adding the keyword “static” as part of all the methods listed.

Java Quick Reference

Accessible methods from the Java library that may be included in the exam

| Class Constructors and Methods | Explanation |
|--|---|
| String Class | |
| <code>String(String str)</code> | Constructs a new <code>String</code> object that represents the same sequence of characters as <code>str</code> |
| <code>int length()</code> | Returns the number of characters in a <code>String</code> object |
| <code>String substring(int from, int to)</code> | Returns the substring beginning at index <code>from</code> and ending at index <code>to - 1</code> |
| <code>String substring(int from)</code> | Returns <code>substring(from, length())</code> |
| <code>int indexOf(String str)</code> | Returns the index of the first occurrence of <code>str</code> ; returns <code>-1</code> if not found |
| <code>boolean equals(String other)</code> | Returns <code>true</code> if <code>this</code> is equal to <code>other</code> ; returns <code>false</code> otherwise |
| <code>int compareTo(String other)</code> | Returns a value <code><0</code> if <code>this</code> is less than <code>other</code> ; returns zero if <code>this</code> is equal to <code>other</code> ; returns a value <code>>0</code> if <code>this</code> is greater than <code>other</code> |
| Integer Class | |
| <code>Integer(int value)</code> | Constructs a new <code>Integer</code> object that represents the specified <code>int</code> value |
| <code>Integer.MIN_VALUE</code> | The minimum value represented by an <code>int</code> or <code>Integer</code> |
| <code>Integer.MAX_VALUE</code> | The maximum value represented by an <code>int</code> or <code>Integer</code> |
| <code>int intValue()</code> | Returns the value of this <code>Integer</code> as an <code>int</code> |
| Double Class | |
| <code>Double(double value)</code> | Constructs a new <code>Double</code> object that represents the specified <code>double</code> value |
| <code>double doubleValue()</code> | Returns the value of this <code>Double</code> as a <code>double</code> |
| Math Class | |
| <code>static int abs(int x)</code> | Returns the absolute value of an <code>int</code> value |
| <code>static double abs(double x)</code> | Returns the absolute value of a <code>double</code> value |
| <code>static double pow(double base, double exponent)</code> | Returns the value of the first parameter raised to the power of the second parameter |
| <code>static double sqrt(double x)</code> | Returns the positive square root of a <code>double</code> value |
| <code>static double random()</code> | Returns a <code>double</code> value greater than or equal to <code>0.0</code> and less than <code>1.0</code> |
| ArrayList Class | |
| <code>int size()</code> | Returns the number of elements in the list |
| <code>boolean add(E obj)</code> | Appends <code>obj</code> to end of list; returns <code>true</code> |
| <code>void add(int index, E obj)</code> | Inserts <code>obj</code> at position <code>index</code> ($0 \leq \text{index} \leq \text{size}$), moving elements at position <code>index</code> and higher to the right (adds 1 to their indices) and adds 1 to size |
| <code>E get(int index)</code> | Returns the element at position <code>index</code> in the list |
| <code>E set(int index, E obj)</code> | Replaces the element at position <code>index</code> with <code>obj</code> ; returns the element formerly at position <code>index</code> |
| <code>E remove(int index)</code> | Removes element from position <code>index</code> , moving elements at position <code>index + 1</code> and higher to the left (subtracts 1 from their indices) and subtracts 1 from size; returns the element formerly at position <code>index</code> |
| Object Class | |
| <code>boolean equals(Object other)</code> | |
| <code>String toString()</code> | |