

AP Computer Science Principles: Personalized Project Reference Tip Sheet

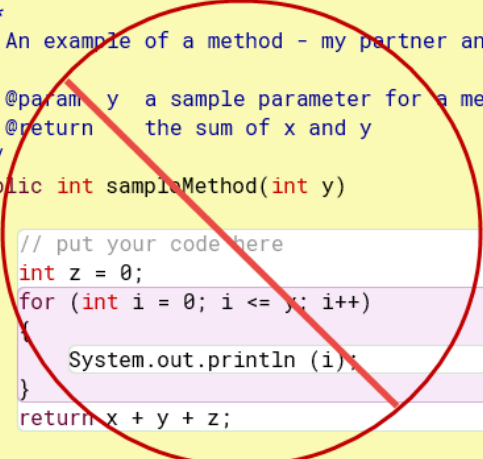
December 2023

Screen Captures of Code

This document provides students and teachers with some helpful advice for how to create screen captures for their Personalized Project Reference. This advice is to help students adhere to the guidelines for the creation of the Personalized Project Reference and create a readable document that can be used on exam day.

Do not include comments in your screen captures.

- Program code that includes comments will result in students receiving zero points on the written response portion of the exam.
- Select the program code below the comments or remove them before creating screen captures.

Program code with Comments	Program code without Comments
<pre data-bbox="253 1236 992 1692">/** * An example of a method - my partner and I co-wrote this * * @param y a sample parameter for a method * @return the sum of x and y */ public int sampleMethod(int y) { // put your code here int z = 0; for (int i = 0; i <= y; i++) { System.out.println (i); } return x + y + z; }</pre> 	<pre data-bbox="1040 1236 1549 1577">public int sampleMethod(int y) { int z = 0; for (int i = 0; i <= y; i++) { System.out.println (i); } return x + y + z; }</pre>

Font Size

- Ensure that the font size used in the code when taking the screen capture is at least 10-point font. The use of 12-point font is even better.

- ◆ 8-point font

```
public int sampleMethod(int y)
{
    int z = 0;
    for (int i = 0; i <= y; i++)
    {
        System.out.println (i);
    }
    return x + y + z;
}
```

- ◆ 10-point font

```
public int sampleMethod(int y)
{
    int z = 0;
    for (int i = 0; i <= y; i++)
    {
        System.out.println (i);
    }
    return x + y + z;
}
```

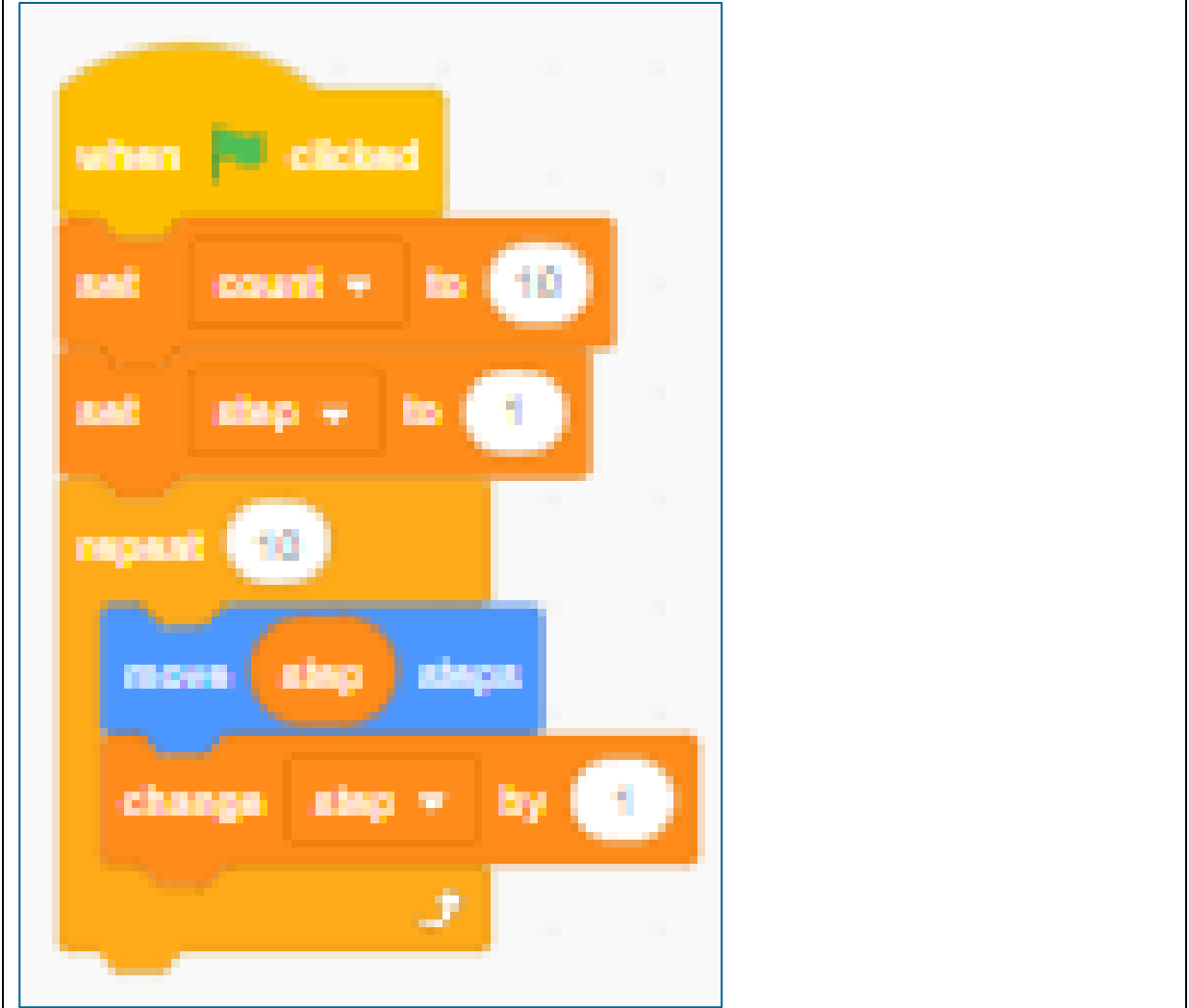
- ◆ 12-point font

```
public int sampleMethod(int y)
{
    int z = 0;
    for (int i = 0; i <= y; i++)
    {
        System.out.println (i);
    }
    return x + y + z;
}
```

Zooming Images

- Do not zoom out the code prior to taking the screen capture and try to enlarge it later. The screen capture will be blurry.

Screen capture at 50% zoomed out and then enlarged



- Enlarging the image to increase the font size can make the image blurry.

8-point font enlarged

```
public int sampleMethod(int y)
{
    int z = 0;
    for (int i = 0; i <= y; i++)
    {
        System.out.println (i);
    }
    return x + y + z;
}
```

12-point font enlarged

```
public int sampleMethod(int y)
{
    int z = 0;
    for (int i = 0; i <= y; i++)
    {
        System.out.println (i);
    }
    return x + y + z;
}
```

Long Program Code Segments

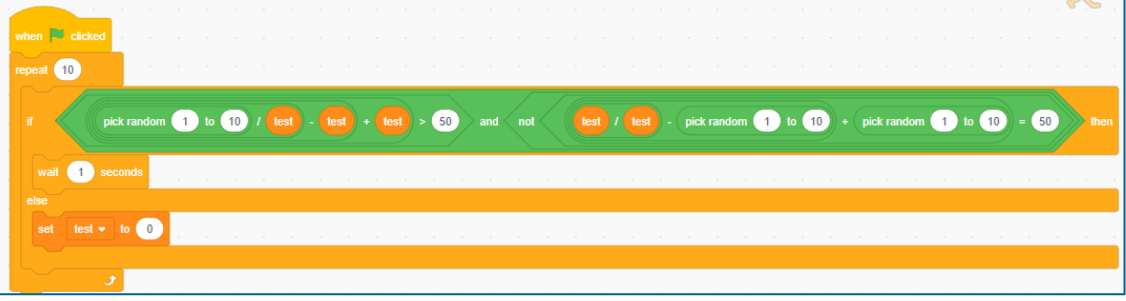
- Each image box allows up to three screen captures. For long code segments, take screen captures in sections of your block of code.

Long code segment with one screen capture	Long code segment with three screen captures
<pre>void word2binary() { cout << ""; if (x == "a") cout << a2m[0]; if (x == "b") cout << a2m[1]; if (x == "c") cout << a2m[2]; if (x == "d") cout << a2m[3]; if (x == "e") cout << a2m[4]; if (x == "f") cout << a2m[5]; if (x == "g") cout << a2m[6]; if (x == "h") cout << a2m[7]; if (x == "i") cout << a2m[8]; if (x == "j") cout << a2m[9]; if (x == "k") cout << a2m[10]; if (x == "l") cout << a2m[11]; if (x == "m") cout << a2m[12]; if (x == "n") cout << a2m[13]; if (x == "o") cout << a2m[14]; if (x == "p") cout << a2m[15]; if (x == "q") cout << a2m[16]; if (x == "r") cout << a2m[17]; if (x == "s") cout << a2m[18]; if (x == "t") cout << a2m[19]; if (x == "u") cout << a2m[20]; if (x == "v") cout << a2m[21]; if (x == "x") cout << a2m[22]; if (x == "y") cout << a2m[23]; if (x == "z") cout << a2m[24]; }</pre>	<pre>void word2binary() { cout << ""; if (x == "a") cout << a2m[0]; if (x == "b") cout << a2m[1]; if (x == "c") cout << a2m[2]; if (x == "d") cout << a2m[3]; if (x == "e") cout << a2m[4]; if (x == "f") cout << a2m[5]; if (x == "g") cout << a2m[6]; if (x == "h") cout << a2m[7]; if (x == "i") cout << a2m[8]; if (x == "j") cout << a2m[9]; if (x == "k") cout << a2m[10]; if (x == "l") cout << a2m[11]; if (x == "m") cout << a2m[12]; if (x == "n") cout << a2m[13]; if (x == "o") cout << a2m[14]; if (x == "p") cout << a2m[15]; if (x == "q") cout << a2m[16]; if (x == "r") cout << a2m[17]; if (x == "s") cout << a2m[18]; if (x == "t") cout << a2m[19]; if (x == "u") cout << a2m[20]; if (x == "v") cout << a2m[21]; if (x == "x") cout << a2m[22]; if (x == "y") cout << a2m[23]; if (x == "z") cout << a2m[24]; }</pre>

Wide Code Segments

- Screen captures that are wide will be resized, causing the images to potentially become blurry.

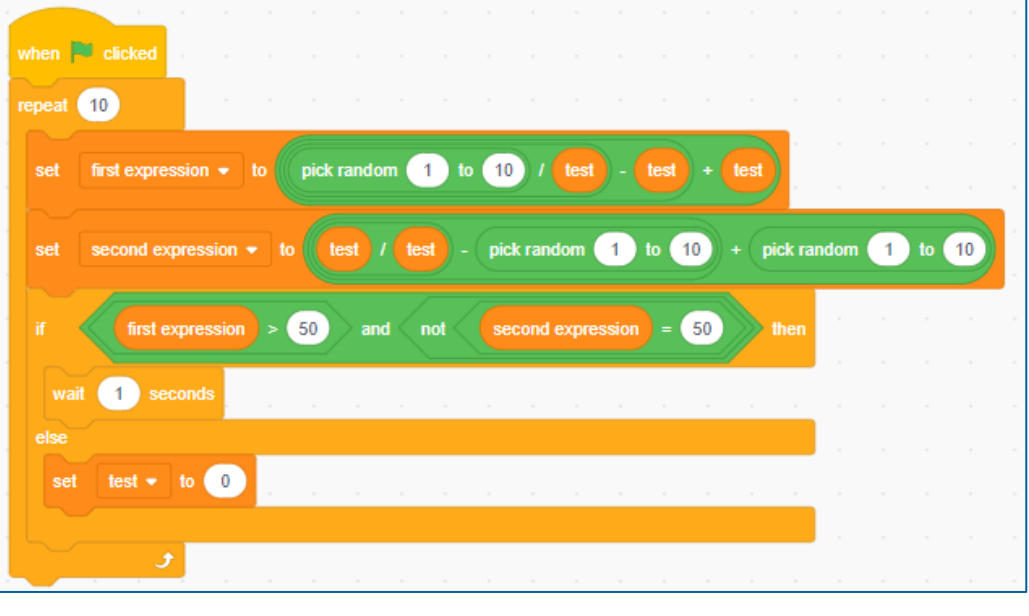
Wide code segment



```
when clicked
repeat 10
if (pick random 1 to 10 / test - test + test > 50 and not (test / test - pick random 1 to 10 + pick random 1 to 10 = 50)) then
wait 1 seconds
else
set test to 0
```

- You should modify your code to avoid the use of any long lines of code, if possible. In this example, the Boolean expression above is split into multiple expressions.

Shorten lines by using variables



```
when clicked
repeat 10
set first expression to (pick random 1 to 10 / test - test + test)
set second expression to (test / test - pick random 1 to 10 + pick random 1 to 10)
if (first expression > 50 and not (second expression = 50)) then
wait 1 seconds
else
set test to 0
```

- If you are unable to modify your code, rotate your code 90 degrees. When rotating the images 90 degrees, always rotate them in the same direction.

Rotate image 90 degrees to the left

