

## Reporting Strand 7: Classes, Class Hierarchies, and Interfaces

Standards	4 – Mastery	3 – Proficient	2 - Basic	1 – Below Basic	0 – No Evidence
IA2-6, IIA1-5, IIB1/2e, IIIA-D, IVC	Can extend thinking beyond the standard, including tasks that may involve one of the following: <ul style="list-style-type: none"> <li>• Designing</li> <li>• Connecting</li> <li>• Synthesizing</li> <li>• Applying</li> <li>• Justifying</li> <li>• Critiquing</li> <li>• Analyzing</li> <li>• Creating</li> <li>• Proving</li> </ul>	Apply the following concepts <b><u>when writing code:</u></b> <ul style="list-style-type: none"> <li>• static and non-static fields and methods</li> <li>• encapsulation</li> <li>• overloaded methods and constructors</li> <li>• passing parameters by reference vs. by value</li> <li>• class inheritance and polymorphism</li> <li>• abstract classes and interfaces.</li> </ul>	<b><u>Given code, apply</u></b> the following concepts <b><u>to analyze various programming situations:</u></b> <ul style="list-style-type: none"> <li>• static and non-static fields and methods</li> <li>• public vs. private (encapsulation)</li> <li>• overloaded methods and constructors</li> <li>• passing parameters by reference vs. by value</li> <li>• class inheritance and polymorphism</li> <li>• abstract classes and interfaces.</li> </ul>	<b><u>Identify</u></b> the following: <ul style="list-style-type: none"> <li>• differences between static and non-static fields and methods</li> <li>• differences between public vs. private</li> <li>• attributes of overloaded methods and constructors</li> <li>• differences between passing parameters by reference vs. by value</li> <li>• attributes of class inheritance and concept of polymorphism</li> <li>• attributes of abstract classes and interfaces.</li> </ul>	Little evidence of reasoning or application to solve the problem  Does not meet the criteria in a level 1