

Introduction to Computer Programming Course Description

Grading:

Grading Scale:

A 90% - 100 %
B 80% - 89.9%
C 70% - 79.9%
D 60% - 69.9%

Grading:

40% of Grade: Unit Tests
40% of Grade: Labs, programs, worksheets, etc.
20% of Grade: Final Exam

Deduction Policy: (unless due to excused absences)

Worksheets: All homework and worksheets are due the day following the assignment at the *start* of the class hour (unless told otherwise) or it is considered late. All late work be accepted only *one* day late with a 20% deduction in the grade.

Labs: On the day of the test on that unit all labs not completed will be a zero and can *not* be made up.

Programs: After the day of the test 10% will be deducted *each* day the program for that unit is turned in late.

Unexcused absence: A grade of zero for any work due the day of the unexcused absence.

No copying of homework, worksheets, programs, etc. or a grade of zero will result.

Special Computer Rules:

- 1) No food or drink in the class at any time including before or after school.
- 2) Do not abuse the computer. (ex. pounding on the keyboard, writing on them, etc.)
- 3) No game playing on the computers.
- 4) Personal disks are not allowed unless approved by the teacher.
- 5) Pirating of computer material is not allowed.
- 6) Hacking into restricted areas will be considered vandalism of school property.
- 7) Only Java program files are to be opened.

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Instructor:

Robert Greenlee

Daily Times Available and Student Extra Help Times:

7:00-7:15; 2:25-2:45 or later if needed (come to the math office to find me)
My School Voice Mail: 784-7081 My School e-mail: rgreenle@cusd200.org

A notebook with pockets will be needed for the class.

Students do not need access to a computer outside of school nor do they need to have prior knowledge of programming to enroll and be successful in the class. We will begin class assuming that the students know nothing about computers and programming. This class is designed as a hands-on lab activities class. A majority of the class time will be used by the students on the computers to manipulate prewritten programs. Usually sufficient time is given in class to complete work in which the computer is needed. If a student does need extra time on the computer (mainly due to absences) then time on the computer before, after, or even during school can be arranged.

General Information:

Credit Hours:	1 Semester (0.5 Carnegie Unit)
Level:	Freshman, Sophomore, Junior, Senior
Prerequisites:	None, but the following are recommended: 1) the student know how to type and 2) either has passed Geometry with a 'C' (or better) or have some previous programming background
Grade Point Value:	Intermediate
Computers:	Hewlett-Packard Pentium II
Language:	Java
Textbook:	<u>Java Software Solutions</u> (by Lewis, etc. Addison Wesley) Note: This is the primary student textbook.
In-Class Lab Text:	<u>Exploring JAVA</u> (by Wilcock Holt Software Associates) Note: This is a computer activities, hands-on text used only in the computer lab.