

AP Computer Programming - Course Description

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. Students should have completed Introduction to Programming or have teacher consent to be registered for this class. 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:	2 Semesters (1.0 Carnegie Unit)
Level:	Freshman, Sophomore, Junior, Senior
Prerequisites:	Introduction to Programming or have teacher consent
Grade Point Value:	Advanced
Computers:	Hewlett-Packard Pentium II
Language:	Java 1.4
Textbook:	<u>Big Java</u> (by Horstmann John Wiley & Sons) Note: This is the primary student textbook.

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Grading:

Grading Scale:

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

Grading:

40% of Grade: Labs, programs, worksheets, etc
30% of Grade: Unit Tests
10% of Grade: Take-Home Tests
20% of Grade: Final Exam

Deduction Policy: (unless due to excused absences)

Worksheets: All homework, worksheets, take-home tests 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.