

Please complete the form below, retain the top and return the portion below the dotted line.

Student

First Name _____ Last Name _____

Canvas Network: <https://canvas.instructure.com>

Canvas User Name: _____ Acct No. _____

Student

First Name _____ Last Name _____

Allergies: _____

IEP 504 Plan

Parent/Guardian

First Name _____ Last Name _____

Email: _____

Phone: _____ (day)

Phone: _____ (evening)

Best time to contact: _____ Signature: _____

First Name _____ Last Name _____

Email: _____

Phone: _____ (day)

Phone: _____ (evening)

Best time to contact: _____ Signature: _____

Anything I should know:

CS (A) Syllabus

Texts: *Java Concepts Early Objects (Cay Horstman) ISBN#978-1-119-58210-6*

Barron's: AP Computer Science A version 7 (required by October 1st)

Instructor: Mr. Holcomb
 jholcomb@fusdk12.net
 (510) 796-1776 x57501
 The best way to reach me is through email.
 Office hours are Monday-Friday 8-9am (Most Mondays I'm in meetings from 8-9am)

Websites: <http://docs.oracle.com/javase/1.5.0/docs/api/>
<https://canvas.instructure.com/>
www.mrholcomb.com

Be Prepared: You will need sharpened pencils and a notebook for taking class notes. In place of a wood pencil I recommend a 0.9mm mechanical pencil.

Grading: Test:	50%
Classwork, Homework and Projects:	30%
Participation	20%

Grading scale:

A+	97-100%	B+	87-89%	C+	77-79%	D	60-69%
A	93-96%	B	83-86%	C	73-76%	F	<60%
A-	90-92%	B-	80-82%	C-	70-72%		

*My grade policy is that A means “**A**bove and beyond”. Students who do their best on all regular assignments and complete them on time are “**B**asically good.” To earn an A, a student must be basically good (receiving a B) and willing to go above and beyond by completing an advanced project. These projects must show outstanding effort. An okay project may take you from a B to a B+, but won't be counted toward an A. Students getting less than a B must first get their grade up (usually by redoing poor or missing assignments) before any points will be awarded for an advanced project.*

Exams: All exams, once begun, must be finished *prior to leaving*. That is, a test (or quiz) must be finished in one sitting. You may not leave and then later return to finish a test.

After school: Computer assistance will be available from 8-9am Monday-Friday (Some Mondays I will not be available due to meetings).

Course Description


The purpose of this class is to introduce the student to the object oriented programming paradigm using the Java language. Individual hands-on laboratory work will help solidify each concept taught.

The course has a very strong Lab component. Students will spend at least four to six hours a week (outside of regular class time) working on computers developing programs and algorithms. The students will be given assignments and projects to finish. The assignments and projects will emphasize OO concepts and increase in complexity as the students gain experience and confidence in their algorithms and programming.





Classroom Procedures

Zoom Expectations:

In order to have a smooth class and build an online community where all students are comfortable sharing and learning, the students must follow the Zoom expectations on this page. In order to enter the online classroom, they must use their real name (first and last) and image. Students should be logged on to Zoom with their first and last name and video turned on throughout the entire class period.



The infographic features a central blue banner with the text "ZOOM EXPECTATIONS" and a Zoom camera icon. To the left is a cartoon avatar of a man with a beard, sunglasses, and a black hat. Below the banner is a grid of nine categories, each with a blue header and a white content box containing text and a small illustration of the same cartoon avatar.

BE ON TIME	BE IN A QUIET PLACE	BE PREPARED
<p>Wake up early Log on a few minutes before class</p> 	<p>Find a quiet place Check your surroundings</p> 	<p>Computer is charged Camera is on Use headphones if you have them</p> 
PRESENTATION	MUTE YOURSELF	PARTICIPATION
<p>Wear appropriate clothing Sit up straight Be in camera view</p> 	<p>Mute yourself when your teacher or another student is talking</p> 	<p>Be focused Be attentive Be an active participant</p> 
CHAT RESPONSIBLY	COMMUNICATION	BE RESPECTFUL
<p>Raise your hand to speak Type your question in the chat box</p> 	<p>Speak clearly Look up when speaking Stay on topic (no side conversation)</p> 	<p>R-E-S-P-E-C-T Be kind Be considerate</p> 