<u>Student</u>

First Name _____   Last Name _____

Allergies: _____

☐ IEP   ☐ 504 Plan

<u>Parent/Guardian</u>

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   Author: Cay Horstmann*
                    ISBN: 978-1-119-58210-6
                    Barron's: AP Computer Science A version 7 or 8th Edition (required by October 1st)

Instructor: Mr. Holcomb
                    jholcomb@fusdk12.net
                    (510) 796-1776 x501
                    The best way to reach me is through email.

Websites: http://docs.oracle.com/javase/1.5.0/docs/api/
                    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: 80%
             Classwork, Homework and Projects: 15%
             Personal Points: 5%

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 after school upon request.

Classroom Procedures

Entering the classroom: Upon entering the classroom, go directly to your assigned seat and begin the opener or warm-up activity. <u>Please keep your back pack on the floor</u>. If I am doing the second part of a lesson, then I will begin as soon as the bell rings. Be ready when I begin!

Class dismissal: The school bell is for the teacher's use to monitor the progression of the period; it is not a timing device for students to anticipate their departure from the class. <u>You are expected to stay in your seat until the teacher announces that class is over and you can leave</u>. Class will not be dismissed until all material is cleaned from the floor and students are seated at their assigned stations.

Missed Work due to an absence: <u>If you miss instruction days, it is **your** responsibility to get the homework and find out what you missed.</u>   You will be allowed to make up homework and tests with an excused absence. If you know in advance that you are going to be absent (i.e. field trip, family business, athletic contest, doctor's appointment, etc.), you must ask me for work that you'll miss.

Plagiarism: Plagiarism will not be tolerated. I will follow the school guidelines for this offence. Please see the Policy section of the AHS website.

Classroom expectations:
- Please bring all required materials to class every day. They will not be provided.
- Please be prepared to start work when the bell rings, otherwise you will be considered tardy.

Bathroom Policy:
Students must sign in and out to use the restroom. Students may not use the restroom in the first and last ten minutes of class.

Personal Behavior:
You will be given a 2 personal points per attendance. You will be able to maintain your points unless the following rules are violated.
- Please be **respectful** of all people, as well as their property, at all times. Think of the Golden Rule: Treat others as you wish to be treated.
- No **cell phones** or other electronic devices.
- No **eating, drinking**, or chewing gum is allowed in the classroom.
- Appropriate **language** shall be used in this class.
- **Disruption:** I do not allow students to impede other classmates from succeeding.

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.