Course Description

This is an introductory programming class, and you should expect that it will be both fun and challenging. We will use the Java programming language. Java is available free for Windows, Linux, and Mac OS X operating systems. Java is the language used in AP Computer Science and many of the concepts presented are an excellent preparation for AP Computer Science, which I also teach. If you are interested in taking the AP course next year, please let me know.

Units of Study
- Introduction to Java
- Elementary Programming
- Selections
- Mathematical Functions, Characters, and Strings
- Loops
- Single Dimensional Arrays

Class Materials
- Notebook for taking notes / designing programs
- Computer with JDK and jGrasp installed
- Pencil(s) and eraser
- Folder or binder for handouts, worksheets and returned quizzes and tests
- Any model of TI-83/84 calculator

Daily Expectations
- Students are on time, seated, and ready to begin at bell. If you miss class, you are responsible for the material covered and the homework assigned on the day you return from school, unless you contact me for an extension.
- Students bring class materials every day.
- Students complete all assignments by the designated due date. Late work is subject to a 10%/day penalty.
- A score of zero will be assigned to any work involved in any form of cheating. See MUHS Student Handbook.
- All provisions of the MUHS Student Handbook apply to this course.

Grading

Your grade is determined by three factors:
- 60% Programming Exercises
  (you will have some choice here)
- 20% Quizzes
- 20% Semester Project

Your grade is assigned based on the scale in MUHS Student Handbook:

<table>
<thead>
<tr>
<th>Grade</th>
<th>98-100</th>
<th>90-92</th>
<th>82-84</th>
<th>75-76</th>
<th>F below 70</th>
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</thead>
<tbody>
<tr>
<td>A+</td>
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<tr>
<td>A</td>
<td>95-97</td>
<td>87-89</td>
<td>79-81</td>
<td>72-74</td>
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<td>A-</td>
<td>93-94</td>
<td>85-86</td>
<td>77-78</td>
<td>70-71</td>
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</tbody>
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Available Help

Please see me. There are many opportunities for help. You could work with me before or after school, or during school if your schedule and mine are compatible. I am likely to communicate with your parents if your grade is C or below.

Plagiarism Guidelines for Computer Programming and Advanced Placement Computer Science

The following are expressly forbidden:
1) Obtaining solutions to programming assignments by performing searches on the Internet, including but not limited to StackOverflow.com
2) Sending your code electronically to another student, for any reason.
3) Collaborating with other students on programming projects (yielding code that is substantially similar or identical).
4) Any other activity deemed to be academically dishonest by the teacher in consultation with the administration.

Computer Expectations

1) Computers are at a 45-degree angle during class lectures
2) Computers are to be used only for computer science work; if the assigned work is completed, computers may be used for other academic work
3) A one-demerit penalty will be assessed for any student who violates any of these guidelines
4) A student using a computer for non-academic work will receive a JUG.