

# Course Syllabus – Computer Programming

Andover High School

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## Course Description:

Students will design and implement computer programs to solve a variety of problems using the object-oriented programming language Java.

## Course Understandings:

1. Students will be able to use the object-oriented programming language java to write programming code and data structures to solve a variety of problems to include: variables.
2. Students will be able to use the object-oriented programming language java to write programming code and data structures to solve a variety of problems to include: input/output statements.
3. Students will be able to use the object-oriented programming language java to write programming code and data structures to solve a variety of problems to include: if statements and loops.
4. Students will be able to use the object-oriented programming language java to write programming code and data structures to solve a variety of problems to include: objects and classes.
5. Students will be able to use the object-oriented programming language java to write programming code and data structures to solve a variety of problems to include: graphical user interface.

## Materials needed in class each day:

Folder & Notebook - Pencil or pen

## Grading:

Grades will be posted every week. Your grade will be determined by Tests and Quizzes, 30%, and programming assignments, 70%. All assignments must be completed in the computer lab. Therefore, attendance is very important for success. If you are absent, time in the computer lab can be made up in the computer lab before or after school.

Tests, assignments and quizzes are graded on the following scale:

A	93 - 100%	C	73 – 77%
A-	90 – 92%	C-	70 – 72%
B+	88 – 89%	D+	68 – 69%
B	83 – 87%	D	63 – 67%
B-	80 - 82%	D-	60 – 62%
C+	78 – 79%	F	59% and below

Grades below 60% do not demonstrate satisfactory progress.

\* Late work will receive loss in credit each day it is late – Cheating will result in a zero on the assignment or test

## Classroom Expectations:

1. Respect for others people
2. Respect for classroom & equipment – **NO POP, JUICE, FOOD, SNACKS, CANDY, ETC. IN THE CLASSROOM/COMPUTER LAB**
3. Passes – One student may be out of the room at a time. Must have a pass to leave the classroom.
4. Students are only allowed to work in applications necessary for project completion. That means you cannot access the Internet without teacher permission. If you choose to not follow this rule, an office referral may be written.