Computer Programming

Instructor: **Chris Hay**
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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/switch 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: one-dimensional arrays.

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: methods.

Materials needed in class each day:

Folder & Notebook - Pencil or pen

Grading:

Grades will be updated regularly. Your grade will be determined by 20% -- Programming Assignments, 70% -- Tests and Quizzes, 10% -- Final Exam. All assignments should 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.
  * Cheating may result in a zero on the assignment or test

Classroom Expectations:

1. Respect for everyone in the classroom
2. Respect for classroom & equipment – **NO POP, JUICE, FOOD, SNACKS, CANDY, ETC. IN THE CLASSROOM/COMPUTER LAB**
3. Passes – Must use your student passes in your planner
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.