

Class Syllabus

AP Computer Science A

Mr. Greenstein

Text: *Java Methods A & AB*, Litvin, 2006; Online Text

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Rooms E201 & E204

Prerequisites: A grade of 'B' or better in Java Programming and a working understanding of the Linux OS.

Course Description: This course prepares you for the AP Computer Science A exam in May. It covers the foundations of object oriented programming with Java as the base language. The first semester covers computer architecture, objects and algorithms, syntax, data types, arithmetic, conditional and iterative statements, classes, strings, and arrays. The second semester explores sorting and searching, recursion, inheritance, polymorphism, stacks, queues, linked lists and binary trees.

Mr Greenstein's Web Site (greenstein.com/mvhs/apcs): The web site contains information about the course, useful resources, and a calendar of activities. You are responsible to check the calendar for daily class work and scheduled events, like quizzes and tests.

Classroom Activities: Class time is for lectures, type-alongs, and to complete course objectives. You are to take notes because they are used on quizzes. Always come to class prepared with a notebook or loose-leaf binder. You will get regular reading assignments in our textbook, Litvin's *Java Methods*.

Assignments: You will get one or two programming assignment each week. All assignments are to be done independently by you. Auto-grading is often used, so make sure you follow all instructions. The concepts you learn in doing the assignments will be used in tests and quizzes. Backup all your programs by emailing them as attachments to your home address.

Quizzes, Tests, and Final: Reading quizzes are given weekly during the first semester. Each quiz is worth between 20 and 40 points. Tests are given monthly throughout the year and are closed notes. Each test is worth 100 points. A cumulative final exam will be given at the end of each semester. It will have a multiple choice section and a free response section similar to the format in the College Board AP Exam. Note that tests and quizzes make up 75% of your grade.

Participation Grade: This grade is based on how you manage yourself in class, i.e. being on time, doing your work in class, working with others, paying attention, and following directions.

Grading Policies

90-100% = A

80-89.99% = B

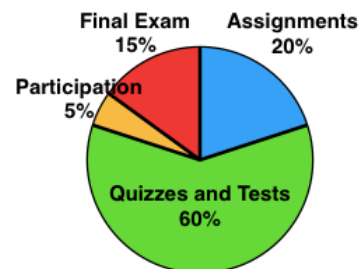
70-79.99% = C

60-69.99% = D

below 60% = F

Your grade is a weighted percentage of points you earn out of the total possible. The weight for each part of your grade is as follows:

Assessment	Weighting
Assignments	20%
Quizzes & Tests	60%
Participation	5%
Final Exam	15%



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AP Exam: This exam is given by The College Board at the beginning of May. The score from this exam is not used in the grading of this course.

Computer Room Rules: You will be given a computer account to use with the lab computers. We want everyone to have the same working environment. You are not allowed to use your own computer during class time, so don't bring one in. You have specific responsibilities when you use school computers.

- **Classroom computers are for classwork only.** They are not to be used for any other purpose.
- **Use only the programming techniques taught in class.** Check with Mr Greenstein before you use other techniques.
- **Use only the installed software and what you write for assignments.** Do not install games, IDEs, or any other programs onto your account, even if they were written by you.
- **Your login account is your responsibility and can only be used by you.** Do not share your login/password with anyone.
- **Your account is semi-private.** Mr Greenstein has access to your account including email and command-line history. He may log into your account to grade your programs.
- Suspicious or inappropriate content in your account, mishandling or inappropriate use of hardware, and/or changes to your global environment or the operating system can result in expulsion from class and an automatic 'F'.

Students who do not follow these rules will have their accounts and/or network privileges suspended or terminated.

Cooperative Learning: Students are encouraged to discuss programming techniques with each other. Cooperation offers a richer learning experience and builds interpersonal skills needed in the real world.

Ethical Behavior: Plagiarizing someone else's work is cheating, plain and simple. Likewise, sending or posting problems or answers on the Internet (e.g. email, Github, etc) is also cheating. Students found cheating will get a score of "0" for your assignment plus your semester score will drop down one letter grade (-10%). A second offense will result in an automatic semester grade of "F" and expulsion from the course.

Out-of-room policies: Students must first ask permission from me to use the bathroom or get water and only one student may leave at a time. Write your name on the board with the time you left. This helps me keep track of attendance in the classroom.

Absences and Missed Work: If you have an unexpected, excused absence (e.g. illness), or expected, excused absence (e.g. a class trip), you must turn in late assignments or make up missed assessments (quizzes, tests) the day you return to school. If you are sick, stay home so you don't spread it around. On the other hand, unexcused absences will get an automatic score of '0' on all missed work.

Help/Communication: I really want you to learn and to do well in this class! I am usually available in E202 or E204 during tutorial. Please make an appointment if you want to meet another time.

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2021-2022 AP Computer Science A Period _____

I have read and I understand the structure and course requirements for AP Computer Science A.

Student Signature

Parent Signature

Student Name (Print)

Parent E-mail and/or Phone