Intro to Java

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Text: No formal textbook is used for this class. Notes and assignments are provided via PowerPoint presentations, which students may view in the class OneNote.

Content: The major topics covered in this course are... writing output; types of variables; if and nested-if statements; modular division; and/or statements; strings; do while, while, and for loops; string concatenation; random number generation; creating games using Java; arrays (if time permits).

Expectations: 1. Follow all school rules.
2. Treat each other and me with respect.
3. Arrive to class on time and prepared with your notebook and pencil each day.
4. Log-in to your computer and open J.Creator upon entering class.
5. Raise your hand to be given permission to speak and remain attentive while others are speaking.
6. Keep cell phones off and put away during class.

Notebooks: Students should keep a three-ring binder notebook, to be divided accordingly:
(1) Class Notes; (2) Programs; (3) Review Worksheets

Calculators: A basic scientific calculator (or graphing calculator) may be used at any time during the course, but it is not required.

Attendance:
1. Class attendance is critical to your success because all programs must be written during class time.
2. If you are going to be late to school or must leave early, let me know beforehand.
3. Be in class on time! Lateness will adversely affect your participation grade.
4. It is your responsibility to complete all assignments, even if you are absent. Ample time during class is provided for students to complete assignments, so if you have extra time during class, you may make-up missed work then.
5. You are responsible for all material taught. Your absence during a unit does NOT exempt you from having to learn the material in preparation for quizzes.

Classwork/Participation: Students will be assigned programs to write during class. Each program will be checked for accuracy after students have completed the assignment. Plenty of time will be provided for students to write programs, and students may always complete assigned programs the next day if necessary.

Homework: Since programs need to be written during class using J.Creator, there are no formal homework assignments. However, when a review worksheet for a quiz is completed during class, students are encouraged to study their classwork at home in preparation for the upcoming quiz. If students are having difficulty completing any program assigned during class, they may print a copy of their code and take it home to review and try to find any errors.

Make-Up Work: It is solely the student's responsibility to make-up missed work. All make-up quizzes must be completed after school. Students will be given one day for each *excused* absence to make up their quiz, and the day you return to school counts as day one. If you are absent the day before a quiz, you will take the test the next day with the rest of the class. Students who miss a class due to an *unexcused* absence will be referred to administration for disciplinary action. I reserve the right to give an alternate version of any assessment.

Grading System: Students should check their grades using the Infinite Campus Portal, which will be updated after assessments are graded. Cheating of any kind will not be tolerated, and students will be referred to administration for disciplinary action. All grades are summative since they are based on cumulative amounts of information. The course assessments consist of:
- ✓ 4 Quizzes = 100 points each
- ✓ Final Project = 50 points
- ✓ Completion and accuracy of assigned programs = 50 points

Students must show all work and write neatly so they may receive partial credit. All graded work must be completed in pencil. Grades will not be curved, and there will be no extra credit. Students must work hard from the beginning of the course and seek additional help as needed. This is a 9-week course, and the last quiz will serve as a cumulative final exam.