

Welcome to to AP Computer Science A at Troy High School. This is **NOT** Fundamentals of programming. This is a challenging course in Computer Science and Object Oriented Programming (OOP) taught in JAVA. I hope you are looking forward to the new and unique challenges of this course. The prerequisite for this class is an A in both CLA (or ICT) and Fundamentals. During the class it will become obvious to you the necessity for a background in a structured language.

The majority of class time will be spent on-line using the language. Lectures, quizzes and written tests will consume the remaining class time. The remaining class time (and time outside of class) will be spent on projects and take home assignments such as homework assignments or minor projects.

Hopefully you will find these topics rewarding, interesting and challenging. Now a little more about this course:

Semester Objective: Upon completion of this course, the students will be able to write error-free JAVA code. The students will understand the power of JAVA and OOP. The student will also take the Advance Placement Test in May.

Text: Karel J Robot: A gentle introduction to the Art of Object-Oriented Programming in Java by by Bergin, Stehlik, Roberts, and Pattis
 Computing Concepts with Java Essentials by Cay Hortsman
 Computing Concepts with Java Essentials: Advance Placement Study Guide by Fran Trees and Cay Hortsman

Behavior I will follow the school's behavior polices

Tardys If you are not in your seat when the bell STARTS to ring, then you are Tardy. Sitting at the computer terminal is not considered to be at your seat!

Absences
 Make-up If you are truant, you will not be allowed to make up any work, including tests.

Attendance Your attendance is very important to your success in this class. You are responsible to make-up all assignments you missed during your absences. You will be allowed to turn in any missed assignments up to the test date.

- Class Rules
- No food (includes gum) or drink of any kind in the classroom.
 - No music is allowed in the classroom. Any earphones found in my classroom will be collected and returned at the end of the school year.
 - You will treat every one and every thing (desk, etc.) in the class with respect at all times.
 - Troy HS student expectations include having your book, pencil and paper ready at the beginning of class. Failure of any student to do so implies that they are tardy to class.

GRADING

Grading will be based on several factors including chapter tests, quizzes, homework, final exams & projects. Points will be awarded for each of these, and a weighted percentage of points will determine your grade. No curve will be used! The Grade/Percentage breakdown is as follows:
 A: 89.5% and up B: 79.5% C: 69.5% D: 59.5% F: otherwise

The final weighted percentages are as follows:

Test	80%	Homework	10%	Projects	10%
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Chapter Test There will be several tests through the semester. Each test may cover one or more chapters. A written Final Exam will be given at the end of the semester. I do not believe it is my job to teach you how to do every question on the test. But I do believe it is my job to teach you all the skills necessary to solve all problems on the test. If any adjustments are to be made to test scores, you must have turned in all homework assignments.

Quizzes Through each chapter there may be quizzes. These quizzes may or may not be announced and any material covered in class is fair game.

Homework: There will be a Homework (HW) assignment every day. If the homework weren't important I wouldn't assign it. Be aware that some homework assignments may take more than one night to complete, but I will assign it far enough in advance for you to finish. Late HW will be severely frowned upon, shall be graded down 50%, and will not be accepted after completion of the chapter test. All late assignments must be complete to receive any credit.

Projects The main learning tools of any programming class are projects. Each topic covered in class will be reinforced with at least one project. This provides the student the opportunity to become familiar with each concept and comfortable with its proper usage. Through the semester, projects may be assigned that are to be coded outside class time. The projects will require students to integrate all aspects of knowledge along with proper usage of Objects and the OOP methodology. Students who have NOT complete 50% of all projects will receive a U in workhabits. Projects that are turned early will receive extra credit, with decreasing credit for later projects.

Cheating If you are caught cheating, you will receive a zero (0) on that assignment. In addition, you will receive a U in both citizenship and workhabits.

Final remarks Good luck this year in your **other** subjects. This class has nothing to do with luck and everything to do with hard work and determinations. The pace will be hectic at times, but hang on. We stop covering new material around spring break and start reviewing. Look around the class. If you are like last years class, approximately 68% of you will get 5's, 30 % will get 4's, which does **NOT** leave a lot of you left.

INSTRUCTOR

Name	Phone Number	Email address
Mike Reid	none	reid@trovhigh.com
Joe Coglianese	none	mr.coglianese@gmail.com

