

Overview:

This course will continue the work from the Intro to Coding class of last year. Once this material has been covered, we will move into creating games with Java. We will continue using the Eclipse IDE, which is freely available for Window, Linux, and Mac operating systems. Class work will include associated topics, current events in the field, written assignments, coding assignments, research, tests and quizzes, and journals. Various additional programming languages may be discussed, and perhaps introduced during the semester.

All forms are available for download either from Schoology (<http://lms.lausd.net>) and/or from my personal website (<https://www.burdo.net/index.php/prog-1ab>). Students and parents are responsible for getting to know these rules and guides. If anyone has a question, please contact me. NOTE: This is a work intensive course. Not all work will be completed on a computer. Additionally, some assignments will require work on one or more third party websites, to be announced, which requires an individual email address (please use the district supplied email address when registering, and follow my guidelines supplied in class). Material submitted on these websites is subject to the terms and conditions of the respective websites.

I urge you and your parents/guardians to read the *Class Rules* which contains information about general expectations in my classes. Specifically, for this course, please note the following:

- Tests will usually be announced several days in advance; however, a pop quiz may occur at any time. Tests may be made up like any other work; a pop quiz cannot be made up, but might be excused, depending on the reason for missing the quiz.
- Late work is accepted but will incur a penalty unless the work is late due to an excused absence.
 - Absences must be cleared within three days of return to school in order to have the chance at make-up/late work credit. See me in class when the absence is cleared.
- Class time may include some ‘traditional’ class lecture, in addition to computer time. Some items/topics will be expected to be covered outside of class.
- Rules for computer usage as listed in Class Rules and the RAUP are enforced.
- Assisting another student with code is usually permissible, but it should not be copied. Tests and written work is on an individual basis. Group projects will clearly be announced as such.
- Cheating is not tolerated and may result in failure on the assignment or in the course if additional violations are found.
- The software used for this course is available as freeware, open source licenses, or other forms that do not require purchase of the software. Installation of any program on a computer may cause issues. Neither myself, nor the school can be responsible for any problems encountered by installation of any of the recommended programs. I do not expect students to have a Mac computer at home, however hand written coding assignments will often need to be done outside of class on paper, and if available, on a computer in a plain text format, as it does help with completion of the assignments, understanding of the language, and the work flow. Please see my personal website for a listing of the programs that will be used for the course.

Exams:

Exams for each module may include a written and hands-on skill tests. Students will show their mastery of the subject matter through the means of these tests. Multi-unit and comprehensive tests will also be given periodically to assess understanding and mastery.

Assignments, Homework, Labs, and Quizzes:

Although most of the work for this class can be done during the course time. To facilitate the best use of both student and teacher time lectures and resources may be posted on the course pages for students to access before the class starts. Quizzes will be based on the student studying these resources on their own time. Labs and quizzes are given frequently to monitor progress and explain concepts. Participation and accuracy of their work will be graded in this category. As this is a college course, students are expected to spend time studying outside of class on a regular basis.

Professionalism:

This course's grade is based upon attendance, participation, preparation, work-ethics, and general professional behavior. Students are treated as employees of a software company and are expected to use the same professional behavior they would if they were hired in the industry. This extends to following the school dress code, and additional rules of the room (i.e. do not wear a hat in class).

Games:

Game playing is NOT computer science or programming. We will be developing some games during the span of the course; however, playing games is not a key aspect of programming as a career, education, or adult working life. You may wish to be game programmers as a career, but this is a college style course, and as such game playing will be strictly limited. If you find that you are “bored” or “finished;” you most likely are mistaken as no code is perfect, and boredom is always a choice of the individual. Violations of this policy will be dealt with accordingly.

Peer Editing & Grading:

The instructor will typically correct all students work; however, it may be necessary and beneficial to have students correct and evaluate other's work. By receipt of this disclosure, both the student and parent or guardian are acknowledging and giving permission for this practice.

Computer Policy:

Although this is a computer course, the use of the computers is a privilege. Students are expected to use the computers as a tool for the objectives of this class. Any use of the computer outside of those bounds may result in the loss of computer privileges and could result in the removal of the student from the course. This includes but is not limited to unauthorized game playing, chatting, sharing of files, or internet use. Any violation of the Responsible & Acceptable Use Policy may result in disciplinary action.

Toys & Electronic Devices:

Anything that distracts from the professional environment may be confiscated. Cell phones should be turned off (including text messaging) and put away. Earbuds/headphones are to be used only for authorized activities. Portable gaming devices, noise makers, toys, and other distractions should not be brought to class. If they are they may be confiscated without warning. Repeat offenses will require a parent or guardian to pick up the items. Student computers and laptops are only to be used with permission and for specific assignments. Students are solely responsible for any device they bring into class.

Cheating:

Every student is capable of doing their own work. Cooperation with other classmates is encouraged and appropriate; however, copying someone else's work is cheating. Students caught cheating (or assisting in cheating) will receive an automatic negative assignment value for their work and a formal letter will be sent home. Repeated offenses will result in further disciplinary action, which may result in removal from the course.

Miscellaneous:

On the next page is a tentative syllabus for this year. The timing of any topic may be changed to meet the requirements of the course and the students' ability to master the material. Work may be assigned over winter break. If you have questions at any point, you may leave a message for me at any of the following:

CONTACT INFO:

- Email: gab2349@lausd.net
- Websites:
 - lms.lausd.net
 - Panoramahs.org
 - www.burdo.net
- Main Office: 818.909.4500
- Voicemail/Text: 805.768.4229

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Please note that this is a guide and may be modified at the instructor’s discretion.

<i>Unit</i>	<i>Topic</i>
0	Course Orientation / Surviving High School / Organization
1	Introduction to Computers, Circuits and Microprocessors
2	Digital Information / Human Computer Interaction
3	Technology and Society / Web Design / Swift Playgrounds
4	Introduction to Programming Concepts: Names, Strings, Functions
5	Types / Parameters / Decisions
6	Instances / Methods / Properties
7	User Interfaces
8	Enumerations and Switch
9	Final Project

NOTE 1: Actual assignments will be announced in class and posted to Schoology.

NOTE 2: This class uses weighted grades:

<i>Item</i>	<i>Weight</i>
Course Work	85%
Final Exam/Project (Semester)	15%
Total	100%



Course Recommendations:

- Email account (Please use the district supplied email when registering for all sites related to this class.)
- Home computer: though not required, will be helpful for many assignments. Linux, Windows, OSx
- Earbuds (for watching demo videos)
- Portable storage:
 - Flash Drive, - AND/OR –
 - Cloud Storage such as: Google Drive (supplied w/ your district email), OneDrive, AmazonCloud, iCloud, etc.
- Office suite such as: LibreOffice (an open source project), MS Office, etc. (Documents in Apple Notes format are **not** acceptable. See class website for additional details.)
- We may be making use of various social media services, to be determined at a later date.