

Cullman High School JAVA Programming Syllabus



The following sections make up the Syllabus for Java. The class will require keeping a Portfolio, Programming Assignments, Quizzes and a Final Project(s).

TEACHER: **Mr. John Drake**


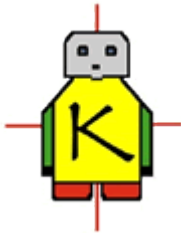


OFFICE: **B-Building, Room 30.**

E-MAIL: j.drake@cullmancats.net

Fees: There is a \$20.00 (Twenty Dollar) fee for this class, made payable to CHS.

**Textbook: Objects First With Java: A Practical Introduction
Using BlueJ by [David J. Barnes](#) & [Michael Kolling](#)**

Java Programming

 <p>In this class students will learn the history and the basics of Java. In addition to learning programming concepts and the basics of Object Oriented Programming. Students will be introduced to both console and windows programming using BlueJ</p>	 	<p>Integrated Development Environments(IDE), will also be used in the course. KarelJ Robot , and/or Alice software may be used to teach Java. Upon completion of the class each student should be able to write and understand basic java code within an IDE.</p>	
--	--	---	---

Student Portfolios

Each student will be required to keep a portfolio containing all assignments, quizzes, handouts, Vocabulary Lists, projects and other materials suggested by the instructor. These materials may be used when taking quizzes. Portfolios will be collected regularly to be graded. Students should purchase a three ring binder to keep all papers for the Portfolio. Portfolios can be stored in the classroom.

Final Projects

- At least one project plan will be approved at mid-semester. Students may work in pairs, groups, or individually. The project will then be presented to the class.
- The project(s) will be presented before the end of the semester.

Grading

Grades will be determined by the following:

- 20% Portfolios and class participation
- 10% Homework and Quizzes
- 25% Programming Assignments
- 25% Tests
- 20% Final Project(s)
- *10 points will be deducted on all late assignments!*

Working with or assisting fellow students on projects is encouraged. Also, getting program code from books, the internet, etc, may be acceptable. It is important to understand the code you are using.

Java Computer Programming

By signing and returning this page to Coach Drake, it acknowledges the receipt and understanding of the information contained in the Java Computer Programming class syllabus at Cullman High School.

Student's Name _____

Student's Signature _____

Date _____

