



## TIME & LOCATION

Period 2: 10:10 – 11:10AM

Room: B216

Extra Help: Lunch

## TEACHER INFO

Jeffrey McDowell, PhD

Room: B216

--- Email ---

jeffrey.mcdowell@nbed.nb.ca

## COURSE LINKS

To Receive the Latest Course Materials, Submit Assignments

| Visit Our Course Github |

[compsci-120-lhhs.github.io](https://compsci-120-lhhs.github.io)



## Course Description and Objectives

Computer Science 120 covers the fundamentals of computer programming and elements of cybersecurity. You will learn to use git and program with Java. This course emphasizes project-based learning and collaborative workflow. While no prior programming experience is necessary to take the course, experience with other languages like Python or Javascript is an asset.

### Submitting Assignments:

Written and coding assignments will be submitted by 'pushing' a file or folder to Github. Each student will receive a personal repository to manage their work. Students will indicate they have submitted their work by 'raising an issue'. Proficiency in this workflow is assessed as part of Outcome 01 (table below).

### Progress Reports:

Students will be provided with a report to take home periodically throughout the semester. I try to send home reports 3 - 4 times to make sure parents are kept up to date. Parents can also request a more detailed report by contacting me by email.

### Conferencing:

There will be a few (2-4) conference days throughout the semester. On Conference days I will visit student dev groups to discuss their progress on their final project app. With each student individually, I will show them their current marks in the course, and we will discuss why they have the marks they do as well as any questions or concerns that they have about the course.

### Plagiarism:

Plagiarism on assignments carries consequences. Examples include:

- 1) Copying assignments
- 2) Minor edits to a copied assignment (i.e. changing variable names) and submitting it as your own work
- 3) Having another student complete an assignment for you

*A mark of 0 will be given to each student who is involved in plagiarism*

## Outcome Evaluation

01	Understanding and Optimizing the Java Programming Environment	10%
02	Understanding Java Architecture, The Role of The JVM and Its Relation to Machine Hardware	10%
03	Understanding Primitive Data Types, Declaring Variables	20%
04	Understanding Logic, Recursion & Algorithms	25%
05	Understanding OOP, Methods and Code Reusability	25%
06	Proficiency With Optimizing the User Experience With GUIs	10%

