# Tinker Academy

Programming Using Java
Welcome and Getting Started
(Welcome)

## Welcome

## Welcome

#### Instructor

Ron

Administrator

Anindita

Tinker Academy Contact Details

- Email: classes@tinkeracademy.com
- Contact # (408) 634-0810

## **About Us**

- Founded in Cupertino in 2013
- Mission is to create ELITE programmers
- Offer programs through Cupertino Parks and Recreation
- Winter 2015 programs
  - SCRATCH Programming Beginner,
  - Beginner Java Programming,
  - AP Computer Science

## Laptop Requirements for Class

Mac or Windows Laptop is required for every class

| os         | RAM     | HDD (Free Space) | Special Instructions |
|------------|---------|------------------|----------------------|
| Windows 7+ | 2 - 4GB | 10+ GB           | Administrator Rights |

Same Laptop should be brought to every class

#### Software

- A Linux Virtual Machine will be installed on the Laptop
- No other software will need to be installed
- The Virtual Machine is pre-installed with all required software for the course

## **Email Requirements**

- We will use the email registered with Cupertino Rec
- Verify your email registered with us.
- Email will be used for all communication

## **Email Requirements**

- One more additional email can be provided. Please contact ANINDITA after class!
- We will be sending an email by Monday to the registered email address. If you do not receive an email, please contact us next class!

## Skype Requirements

- We will have a class discussion group chat over Skype
- Students can ask questions or request help from instructor
- Announcements will also be made through Skype
- Students can use their own Skype ID
- Instructions will be sent out by email

#### **Course Format**

- 10 weeks (9 weeks for SCRATCH)
- 90 minutes of classroom instruction
- Classroom activities include hands on coding, so don't forget your laptop

#### **Course Commitments**

- This is an academically rigorous course.
- Please commit upto 4 hours per week towards coursework (review, quiz and homework).
- Homework & quiz need to be completed by due date (See Course Due Dates in welcome folder)

## Grading

- Quiz Homework and Class Participation are graded
- Final exam is Pass/Fail
- Weightage is as follows

| Component           | Weightage |
|---------------------|-----------|
| Class Participation | 20        |
| Quizzes             | 40        |
| Homework            | 40        |
| Final Exam          | Pass/Fail |

## Typical Day in Class

- Class Review (10 minutes)
- Classroom Instruction (75 minutes)
- Review of upcoming Quiz and Homework (5 minutes)
- Students encouraged to ask questions during class.
- Class Participation important and counts towards your grade.

#### Course Virtual Machine

- Students will be installing the Course Virtual Machine on their laptops today
- All Homework, Quiz, Handouts/Slides are accessible through the Virtual Machine
- Quiz and Homework submission through Virtual Machine

## Off site Help

We will be providing offsite help around installation issues on the following days

- Monday January 12th (8 pm -9 pm)
- Cupertino Library (Childrens Homework Room)

Any additional offsite help dates will be announced through Skype

#### Certificates

- We will be awarding Certificates at the end of course
- Scoring is as follows

| Weighted Score | Certificate                  |
|----------------|------------------------------|
|                | Certificate of Completion    |
| 65-100         | (With Distinction)           |
| 40-64          | Certificate of Completion    |
| 0-39           | Certificate of Participation |

## Quiz, Homework & Final Exam

- Weekly Quiz / Homework (Graded)
- Quiz and Homework accessed through Course Virtual Machine
- Final Exam on last day of class (Pass/Fail)
- Due Dates are in Course Content & Due Dates sheet

#### Handouts/Slides

- Class Handouts/Slides for every class
- Parents encouraged to review material with students
- Handouts/Slides are accessible through the Students Course Virtual Machine environment

#### Books

- Programming Using Java
  - Java, A Beginners Guide, 5th Edition (Schildt)
  - Learn to Program with Minecraft Plugins (Hunt)

#### **Books**

- AP Computer Science (Core Java)
  - Thinking In Java (Eckel)
  - Be Prepared for the AP Computer Science (Litvin)
  - Barron's AP Computer Science 7th Ed (Teukolsky)

#### Books

- AP Computer Science (Data Structures & Algorithms)
  - Data Structures & Algorithms In Java (Lafore)
  - Be Prepared for the AP Computer Science (Litvin)
  - Barron's AP Computer Science 7th Ed (Teukolsky)

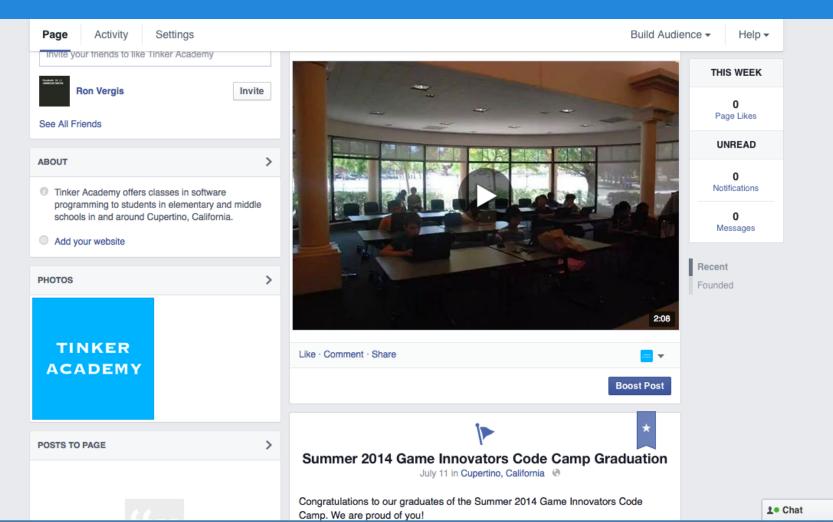
## We Are Hiring

## We Are Hiring

Looking for High Quality Instructors
Computer Science/Extensive Software
Programming Background



## **Facebook**





## **Facebook**

We will be including Like on Facebook links in our emails

Please take a moment to Like TinkerAcademy



If you think we are doing a good job



## Q&A