## AP Computer Science A

Mr. Love

E-103

***Course Objectives:***

* Students will be able to solve problems by developing logical algorithms.
* Students will be able to utilize Java in order to implement their solution.
* Students will have a better understanding of the theory behind Programming.
* Students will be able to successfully pass the AP Exam.

***Expectations for the Class:***

* For everyone to be respectful to each other. This includes remaining quiet while others are talking and not putting any fellow classmates down.
* Students are to come to class prepared. Students are expected to bring the materials needed for class.
* Participate in class discussions and projects.
* Helpful to one another and function as a team.
* Get help when they need it.
* Students and Teacher are responsible for their own actions.

***Grading***:

Grading will be done on a point system with the following weighted categories.   
(Subject to change in MP3 and MP4)

Assignments (including zyBooks): 15%.

Programming Activities & Projects 40%

Assessments: 45%

Marking Period 4 might include a very BIG assignment whose weight is most of the points for the marking period.

*Assignment grading*

We will be using an online textbook from zyBooks.com that allows the student to participate in the learning rather than just reading. For all assignments in the online book, the student will be awarded a participation grade for completion of the Participation Activities (5pts) and a homework grade for Challenge Activities (5 pts). No grades will be given for late assignments. The points are awarded on the level of completion of the assignment as follows:

90% or greater completed = 5 pts.

80% or greater completed = 4 pts.

70% or greater completed = 3 pts,

60% or greater completed = 2 pts.

40% or greater completed = 1 pt.

Less than 40% = 0 pts.

***How to Prepare for Quizzes, Tests and the AP Exam***

The most effective strategy is active recall. Reading the book, notes and examples alone will give you a false sense of familiarity. Instead, you must actively digest the class material, and practice your recall of it in question and answer form. After each class meeting, review the class notes and examples, and especially points that I spend time elaborating upon. For each of these “main points” – there are probably about 4-6 of these per class– you should write out a challenging question about the point, and prepare the answer. By actively preparing questions that you know you can answer, you will be surprised how many of those show up on the quiz/exam.

**Assignments are due on the date stated**

* Assignments received within 1 minute - 1 day of the deadline will be accepted with a 10% penalty.
* Assignments received within 2 days of the deadline will be accepted with a 20% penalty.
* Assignments received more than 3 days past the deadline will be penalized 10% for each day as such.
* This includes days we do not meet.
* If the student is absent the day an assignment is due, the assignment must be submitted by the beginning of class to receive full credit. This rule is subject to the teacher’s discretion.
* For assignments that are given over multiple days, absence does not extend the due date. This rule is subject to the teacher’s discretion.

***Plagiarism, Collaboration, and Collusion***

Plagiarism is specifically defined to include (but is not limited to) the following:

* collaboration on the solutions/code you write
* copying any part of someone else's assignment/program, even if you have permission and/or have modified the code
* sharing or giving your assignment/code or even a subset of your assignment/code to another student to review
* reviewing another student’s solution (including from past years)

Any work believed to be plagiarized will earn a grade of 0 and the student will be written up per the school policy.