

COURSE INFORMATION SHEET - JAVA PROGRAMMING

→ *Java website:* http://mvhs-fuhsd.org/john_conlin

→ *JAVA Web Resource Page:* <http://mvhs-fuhsd.org/java/>

Take Advantage of Resources

- Use your binder, web resources, and the on-line schedule regularly. This is an open-note class! You should be developing your own Java Manual (your binder) that will include **your** programs, **your** notes, and handouts given to you in class. **DO NOT PUT OTHER PUBLISHED MATERIAL IN YOUR BINDER.** Resources available on the course web site will include readings (from our on-line textbook), many of our homework assignments (including reading questions and practice quizzes & tests), and example programs.
- Use class time appropriately to complete class objectives, learn skills, and participate. No access to food, music, cell phones, or other technology will be allowed. If you need to drink water, you may do so only in the classroom doorway.
- Much of class time is work time. It is intended that most, if not all, of the programming assignments will be completed in class. Use time efficiently by planning ahead, working around problems, discussing problems with peers, and *asking* for assistance.
- Come to tutorial or office hours for extra work time, assistance, or to PLAN AHEAD prior to absences.

Use of School Computers

- Back up your computer files regularly saving them to your google drive. Computers may not be functional occasionally. Since there is no printer connected directly to a lab computer, if you want to have a copy in your binder, print them from your google drive.
- Computers are to be used with the utmost respect. **Any mishandling or inappropriate use, including use that indicates: intent to damage; change hardware or software (including moving cables, power sources, mice, or keyboards and importing of alternate text editors); alter global parameters that could affect other users; or digital communication with other users; is unacceptable. Any of these behaviors may result in expulsion from class with a grade of 'F.'**
- Notify your teacher if the computer "behaves" abnormally.
- **Never give out your password to ANYONE and ALWAYS log out before leaving the lab.**
- No programs should reference explicit material associated with violence, sexuality, or illegal activity. **You are not allowed to import games or other peoples' programs to your account.**
- Your **full attention and participation** will often be required at several times in class; use of a computer during this time may result in you **not being allowed to use the computer for the remaining class period** and a reduction in your participation grade.
- This also includes if you go to any website other than the one(s) directed by your teacher (including email), you will not be allowed to use the computer for the rest of the day. If you are working on a program, you will have to write it by hand, then type it later.
- **Do not touch** another person's computers or peripherals.
- **Use of software to deliberately** access areas beyond your personal account to change system performance or cause systems to crash or become overloaded, or any inappropriate use of your account to harm the computer or someone else's account may result in expulsion from class with a grade of 'F.'
- You are not allowed to use a mobile computer (laptop, tablet, phone) in class unless your teacher gives you permission on any particular day.

Classwork

- Most assignments in this class are to be completed independently. Use YOUR BRAIN and DO YOUR OWN WORK! Always plan ahead (pseudocode, documentation, diagramming) and thoroughly understand your code. Your teacher may ask you questions about your work to determine your grade. **DO NOT USE STRUCTURES OR CODE NOT TAUGHT IN CLASS!** Doing so may result in a grade of zero for the assignment.
- You may ask others for advice and assistance, but you are responsible for all work that you submit. ALWAYS acknowledge the sources of ideas that are not your own, in a full bibliographic format. NEVER use the words of someone else. Under no circumstances should any of your work be plagiarized, with common variable names and initial values, identical structures and layout, or other likenesses that are not reasonably justified (ask your teacher if you have a doubt).
- i. NEVER provide other students with access to your digital files or allow other students to read and/or copy portions of your files.
- ii. **Do not use methods, classes, or terms in your programs that have not been taught in class.** If you receive help from another programmer who provides a new method not known to you, and you cannot reason how to NOT use this method in your code, please see your teacher.
- iii. Correct citation must always include a full bibliography. Use the guide in your planner or <http://citationmachine.net> to assist you in doing this. Include this citation in documentation at the top of your program.
- iv. School and district policies on plagiarism, academic code violations, and technology use are upheld in this class. The extremes are: First offense = zero on assignment and 10% reduction in class grade, second offense = expulsion from class with a grade of 'F.' Offenses are cumulative across ALL of your courses.

Especially given our use of online resources, do not share code, answers or questions to anyone!

Assessments

Most, if not all, assessments are done independently (individual quizzes, tests, final exam). Cheating is subject to the same consequences as plagiarism, according to school and district policy. To avoid suspicion/consequences, do not:

1. Communicate in *any* way with other students during an assessment; you may not use a computer during an assessment;
2. Provide tips, questions, answers, or any other information about assessments to peers before all students in *all classes* have had the opportunity to complete the assessment.

Stick to the Schedule

- Come to class on time and attend for the full class period. Ten cuts OR ten tardies = expulsion from class.
- Deadlines are the same for EVERYONE, regardless of if you are tardy or absent to class. If you would like an exception to this rule, you must request this exception in person or writing, at least two school days (48 hours) before the deadline. The only global exception is if you are *unexpectedly* absent due to illness or emergency, you have the number of days you were absent to turn in the missed work. For all else, your work is due immediately upon return, and you must make up missed assessments immediately upon return to school, unless you make other arrangements with your teacher via e-mail.
- You are permitted **2 late passes** per semester. A late pass allows you to complete an assignment, turn it in **one day late** and earn full credit. Your teacher will keep track of these for you; indicate when you would like to use each by writing "Late Pass" at the top of the assignment when it is turned in. Late passes cannot be used for assignments that have already been reviewed in class. If you did not do an assignment and all of the answers are gone over in class, you can earn half credit for the assignment turning it in late.

Be Organized

- Use a 1-inch **3-ring binder** for notes, handouts, and scratch paper, and always bring this to class with a writing implement. Optional supplies include a highlighter, colored pen, and simple calculator. *Only your work or pages the teacher has given you* are permitted in your binder during tests or quizzes. You may not include the readings or anyone else's work in your binder. You will turn in your binder at the conclusion of each test and get it back the following class.
- Keep track of your stuff! It is your responsibility to keep track of your supplies & class materials, to submit assignments on time and to retrieve them after they have been graded.
- Check your grades regularly and report to your teacher any concerns/issues immediately.

Grading Policies - *The percents for second semester are subject to CHANGE!*

- Your grade is weighted according to the following equations:

Let e = Exam Component (30%)

Let a = Assignments (Programs) Component (30% or 20%)

Let q = Quiz Component (20% or combine with Exam) Let g = Game in Three Weeks Project (15%)

Let f = Final Component (15%)

Let p = Participation and Group Work Component (5%)

Semester 1: $30e + 20q + 30a + 5p + 15f = \text{total grade}$

Semester 2: $45(eq) + 25a + 15g + 5p + 10f = \text{total grade}$

eq = exams and quizzes will be in the same category

- There are no re-takes for assessments you did poorly on.
- Late work? Use a late pass OR receive 20% reduction in total possible points per day late, beginning on the day it should have been turned in on time. After 3 school days (NOT the same as class days), the assignment will be worth 0.1 points only. For example, if you do not turn in an assignment on Monday and wait until Thursday to turn it in, it will be 0.1 points.
- Unexcused absences or tardies may result in no credit for assignments/assessments.
- You get 3 bathroom passes and 3 "free" tardies for the semester. Exceeding those will lower your participation grade.
- If you have an unexpected, excused absence, you must make up in-class assessments (quizzes, tests, finals, and classwork) as soon as possible. Contact the teacher immediately. After your initial day of return (to any class), the total possible points for this make-up reduces by 10% each school day for up to 3 days. ONLY IF you arrange for a make-up ahead of time, you may have up to 3 days to complete the assessment.
- You are expected to do all of your own work. Using any code (friend, online, ChatGPT or similar) that is not written by you is considered cheating and will earn zero points.
- If your second semester grade is at least 2 letter grades better than your first semester grade, as long as there were no academic violations, your first semester grade will be increased by one letter grade.

I will post all assignments, assessments, etc on Java website (http://mvhs-fuhisd.org/john_conlin). I will post all grades on Schoology.

To contact me, use my email john_conlin@fuhisd.org. Do not use Schoology to contact me. If I need to send an email to the entire class, I am planning on using ReachMyTeach.

Please read and share this Course Information Sheet with your parents. By signing, you indicate that you understand its contents and agree to its policies. If not, please contact your teacher prior to signing. The signed Course Information Sheet should be in your Java binder throughout the entire school year.

Printed Name of Student: _____

Signature of Student: _____ Date: _____

Printed Name of Parent: _____

Signature of Parent: _____ Date: _____