Introduction to JAVA

Java Fundamentals
Learning Objectives
This course lays the foundation for students with little or no programming experience to learn the Java programming language. The course introduces fundamental programming concepts and terminology in an easy, engaging manner. Students will:
• Learn how to define and animate a story using the Alice 3 development environment.
• Create a game and apply Java programming constructs using the Greenfoot development environment, further enhancing a student's understanding of Java programming.
• Work with Eclipse to understand data types and operators, literals, variable initialization, scope rules, casts, and expressions.
• Examine features that relate to methods and classes such as public and private access specifiers, passing objects to a method, returning objects from a method, overloading, recursion static class members, and nested/inner classes.
• Progress into encapsulation, inheritance, and polymorphism.

Instructional Approach

- Class discussions/notes
- Direct instruction
- Computer exercises/projects
- Internet research/lessons
- Quizzes and exams

Curricular Requirements
Software/Textbooks: iLearning On-line Curriculum
Many supplementary materials, including online assignments

Required Materials: Pencils/Pens for written work and a desire to learn

Homework: The majority of homework will consist of studying for quizzes and tests or reviewing class material.

Assessment/Grading Policy: If a student is absent they should email the homework to the instructor the day the assignment is due or as soon as possible. Semester grades will be based on points earned in both quarters. The following percentages will be observed:

Grading Scale
A+ 101%, A 94% - 100%, A- 90 - 93%
B+ 87% - 89%, B 84% - 86%, B- 80 - 83%
C+ 77% - 79%, C 74% - 76%, C- 70 - 73%
D+ 67% - 69%, D 64% - 66%, D- 60 - 63%
F 59% or below

Attendance Policy

All students are expected to be in their seats and ready to work when the bell rings. Absences must be cleared with the attendance office. Students receiving more than the allowed number of absences with three or more "cuts" and earning a passing grade will receive an "NA" grade. Students will be responsible for checking with the teacher and scheduling a time to make up assignments in the computer lab during break, lunch or after school. Attendance may be checked online on Sequoia's web site.

Cheating and Plagiarism Policy

Sequoia High School
ACADEMIC INTEGRITY POLICY

Academic integrity is about honesty. Thus, it applies to homework, class work, and assessments, regardless of point value. Because we care about your learning of the material taught, as well as your character development, none of the following will be tolerated:

Cheating
- copying the work of another
- permitting someone else to do your work for you
- working together on something you're supposed to do individually
- receiving, consulting, or providing unauthorized information before, during, or after an assignment
- bringing cheat sheets/crib notes of any kind
- discussing content before/during/after a quiz/test whether in person or via technology
- consulting an answer key or teacher's edition

Collusion
- allowing one's work to be copied or submitted by another

Plagiarism
- using ideas, written materials, or other sources without acknowledging the source
- copying and pasting or presenting the ideas of another as your own

Fabrication
- making up information (data, quotations, sources, citations, etc.)

The consequences for academic dishonesty are *school-wide* and *cumulative* for all the years you attend Sequoia High School. For example, cheating in one class freshman year and again in a different class junior year counts as two offenses.

Each failure to follow the academic integrity policy will result in:
- a zero on the assignment
- a referral to the Administrative Vice Principal for documentation in the student's Infinite Campus file
- a phone call home from the teacher

Please note: additional program-specific consequences will be applied as outlined in the expectations of these programs: ICAP/IB, AVID, BUILD, the Academy.

Please also note: college and universities often require students to document and explain academic integrity violations.

Behavior Policy

Sequoia High School behavioral standards and absence and tardy policies will be followed in this classroom. Behavior that is inconsistent with these standards will result in a conference or a phone call home as well as disciplinary procedures outlined in the Student Handbook. In addition, each student is expected to:

- show respect to classmates, teacher and the classroom environment;

- arrive on time with required materials;

- follow school rules and the attached telecommunications agreement; and

- keep food, drinks and gum out of the lab.