

Instructor: Elizabeth Carter
Applied Arts Department

2004 Fall Semester
Portsmouth High School

1. Required Textbook

Deitel, H.M. & Deitel, P.J. *Java: How to Program, 3rd Ed.*, Prentice Hall, 1999.

Knowlton, Todd. *Java: Introduction to Programming*. South-Western Educational Publishing, 1999.

Knowlton, Todd. *Activities Workbook to Java: Introduction to Programming*. South-Western Educational Publishing, 1999.

Various materials gained from the Internet and other relevant sources.

2. Course Description

This course is designed for the students who wish to continue their studies in web page development and begin a strengthened experience in the JAVA programming language. In this class fundamental programming concepts will be covered. This course will provide the student with the traditional procedural programming skills, which the student may apply to solving various programming exercises. This course is designed to prepare the student to enroll in Computer AP.

3. Course Purpose

The purpose of the Introduction to Java Programming class is to provide the student who wishes to learn how to design, create, and maintain functional Java applets and applications the ability to do so and to thus gain valuable technological skill in today's Java-rich society.

4. Course Objectives

- The course objectives include increasing:
 - Student accountability
 - Core computer skills
 - Basic computer knowledge
 - Technology skills
 - Working knowledge of Java syntax
 - Awareness of the role computers play in modern society
- A working knowledge of an Object Orientated Programming Language
- The ethical and social implications of computer use
- Problem solving skills
- Ability to create marketable applications and Web Page applets

5. Learning Climate

The teaching method for this course will include the traditional lecture but will primarily be an active participation lab experience for the student. Learning is interactive; the students are responsible for commitment and active participation in the learning process both inside and outside of the classroom. Furthermore, the hands-on exercises and

projects require complete involvement by each student. The emphasis of this course is on learning the current concepts of proper program design and development in an object orientated programming environment.

6. Requirements for the Course

Attendance: Since much of the class progress will depend upon student involvement and participation, a pattern of sustained absence will present a problem. The student is required to actively participate in class. Please see the instructor in advance if you have a legitimate need to be absent; otherwise full attendance is expected.

Class Participation: All students are expected to actively participate in class. This includes actively listening to lectures and participating in classroom discussions and group projects. Mere physical presence is unsatisfactory. **We are a learning community whose success depends on the success of each member of the community. The active appropriate sharing of ideas, techniques, and resources will be strongly promoted**

Exercises/Worksheets: Students will be assigned exercises from the text or will be provided with worksheets from the instructor. These will be completed and submitted, on a regular basis, to the instructor. Absent students' classroom assignments are due the day following their return.

It is the student's responsibility to obtain missed assignments.

Projects: Each student will complete projects relevant to the topic being presented. Some projects may be assigned to small teams of students for completion. Often the soft and/or hard copies of these projects will be graded, as well as class participation towards the completion of these projects.

Notebooks: Notebooks containing student work will be required of all students.

Tests: Tests will be given to evaluate the student's knowledge on a particular topic.

Quizzes: Quizzes may be announced or unannounced.

7. Evaluation

Evaluation will be based upon attendance, participation, written assignments, tests, quizzes, and projects, as outlined in "CLASSROOM PROCEDURES AND GRADING POLICIES."

8. Classroom Procedures

Classroom Procedures are found in the document entitled "CLASSROOM PROCEDURES AND GRADING POLICIES."