

Computer Science II

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Schedule for a Regular Bell Schedule

- 1st Computer Science II
- 2nd AP Computer Science A
- 3rd AP Computer Science Principles
- 4th Athletics Boys Basketball / Conference
- 5th Athletics Volleyball
- 6th Athletics Volleyball
- 7th HADV Computer Science II

Tutorials

- Tuesday: Lunch
- Thursday: Lunch
- When you attend tutorials, please have specific questions.

Course Description

This course is an introduction to computer science using Java to solve problems and create programs. Students will write many programs implementing algorithm development, data types, variables, object-oriented programming techniques, decision making, iteration and arrays.

Software

We will use Dr. Java, BlueJ, NetBeans, JCreator, Eclipse, IntelliJ and Java SE Development kit – all are free and available for download and home use.

Grading Policy

Tests / Projects	70%
Exercises/quizzes	30%

Academic dishonesty will not be tolerated. The Honor Code will be strictly enforced. Giving another student a file is considered cheating and will result in a zero and honor code violation. Grading Rubrics will be handed out with assignment when appropriate.

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Late Policy

To receive full credit for an assignment, students must turn in assignments by the announced deadline. All late assignments will be assessed a 10% per calendar day penalty. No late assignment will be accepted after 7 calendar days past the deadline. A maximum penalty of 40% can be deducted on late assignments.

Classroom expectations

Most of the work for this class will be done in the classroom. The good news is that homework is at a minimum, but this means that **attendance is critical**. You will be expected to keep up with your work and turn assignments in on time. You should **not** work on assignments from other classes during class time.

Students will be expected to follow school and district policies.