

Academy of Computer and Information Technology

Westlake High School
School Year 2007 – 2008

Course Syllabus
Programming - Design and Logic
Course Number 179000

Instructor

Joe Greenawalt – Technology Coordinator/Computer Science Teacher

Course Description

Programming Design and Logic is a beginning/intermediate level programming course. Emphasis is placed on structured programming, logic, and professional applications. Students learn the basics of programming, in addition to more advanced programming concepts, such as data types, control structures, sorting and searching techniques, sequential file processing, arrays, and menus. Other topics relating to Computer Science are addressed, including computer history and computer ethics. Visual Basic 6.0 is the language used.

Course Overview

This course is has been designed to build a solid foundation of programming design and development skills that can be used in any programming environment. There are 10 required units in addition to a unit designed to prepare students for the Tri-County Computer Bowl Competition in March. Following the final county assessment at the end of April, additional units introducing more advanced topics in Visual Basic will be explored.

Textbooks

Visual Basic 6 How to Program, H.M. Deitel, P.J. Deitel, T.R. Nieto, Prentice Hall, 1999.

Programming with Microsoft Visual Basic 6.0, Diane Zak, Course Technology, 1999.

QBasic, Susan K. Bauman and Steven L. Mandella: South-Western Educational Publishing, 1997.

Homework

Students will be given time to complete all programming assignments during class. Homework assignments will not require the use of a home computer.

Grading Policy

Grades will be assigned based on the following weighted scale:

Tests/Quizzes	40%
Programming Projects	40%
Class work	10%
Participation	10%

Extra credit opportunities will be considered only if the assignment is offered to all students.

Tests/Quizzes

Tests and Quizzes include both written tests and programming tests. Tests are worth 100 points each and worth 20 points each.

Internet Contract

Each student will have received a copy of the *Acceptable Use Policy, Internet Contract for Secondary School Students* in their student handbook on the first day of school. It is very important that both students and parents become familiar with the policy, and that the policy is signed and returned immediately. Violations of the contract can result in a student's loss of computer privileges throughout the entire school.

Attendance

The school system's attendance policy will be enforced. Students who missed tests, quizzes or assignment due dates will be permitted to make up their work as long as they have provided an excused absence slip. They will receive a grade of "0" until the absence is excused and the work made up.

Classroom Behavior

We will:

- Respect each other, and speak respectfully to each other.
- Respect and protect the computers, other equipment, books and resources.
- Adhere to the Internet Contract and System-Wide Code of Student Conduct.

We will not:

- Play games or use the Internet unless directed to do so.
- Call each other names, use profanity.
- Remove the mouse balls, rearrange the keys on the keyboards, or otherwise damage the equipment in the lab. (Each occurrence will be treated as vandalism of school property.)
- Install any software on the local machines or Network.
- Bring disks to class that are not for use in class and have not been scanned for viruses.