

Class Syllabus

AP Computer Science A

Mr. Greenstein

Text: *CSAwesome*, Online Text

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Rooms E201 & E204

Prerequisites: A grade of 'B' or better in Java Programming and a working understanding of the Mac Terminal, Linux OS or Windows PowerShell, their associated file systems, and a text editor.

Course Description: This course prepares you for the AP Computer Science A exam in May. It covers the foundations of object oriented programming with Java as the base language. The first semester covers objects and algorithms, syntax, data types, arithmetic, conditional and iterative statements, classes, strings, and arrays. The second semester explores sorting, searching, recursion, inheritance, polymorphism, stacks, queues, linked lists and binary trees.

Mr Greenstein's Web Site (greenstein.com/mvhs): The web site contains information about the course, useful resources, and a calendar of activities. You are responsible to check the calendar for daily class work and scheduled events, like quizzes and tests.

Homework: Mr Greenstein will assign readings from the online textbook *CSAwesome*. *CSAwesome* is an interactive textbook with practice programs and short videos. Expect to spend up to 90 minutes on a reading assignment per class. Mr Greenstein will monitor your activity on the site, and you will be tested on the content. Most readings can be done in class.

Labs: You will get one to two programming labs each week. Labs are used to solidify concepts learned in lectures. You will be quizzed on each lab, and the programming concepts will be used in tests and quizzes. It is recommended to backup all your programs on either Schoology or GitHub.

Quizzes, Tests, and Final: A programming quiz will be given after each lab. Reading quizzes are given weekly during the first semester. Each quiz is worth between 20 and 40 points. Tests are given monthly throughout the year and are closed notes. Each test is worth 100 points. A cumulative final exam will be given at the end of each semester.

Participation Grade: This grade is based on how you manage yourself in class and your timely completion of *CSAwesome* homework. In class you are expected to be on time and on task.

Grading Policies

90-100% = A

80-89.99% = B

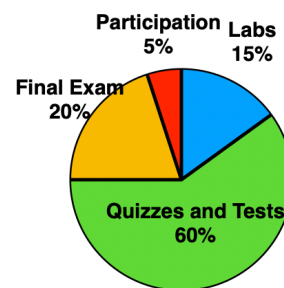
70-79.99% = C

60-69.99% = D

below 60% = F

Your grade is a weighted percentage of points you earn out of the total possible. The weight for each part of your grade is as follows:

Assessment	Weighting
Labs	15%
Quizzes & Tests	60%
Participation	5%
Final Exam	20%



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AP Exam: This exam is given by The College Board at the beginning of May. The score from this exam is not used in the grading of this course.

Computer Room Rules: The classroom provides PC computers for students. If you use a lab computer you may not install any new software on it. You may also use your own computer but it must have a JDK Version 11 or later with the following programs.

PC: Geany, Firefox, PowerShell

Mac: BBEdit, Firefox, Terminal

If you choose to use your own computer, it is your responsibility to trouble-shoot your system. Mr Greenstein can only give you limited help.

Use of AI tools: The use of AI tools is restricted. You may use AI as a sounding board for inspiration or for debugging code you write. You may not use AI to write your code, because you may be missing essential concepts on the lab quiz. Be warned, AI sometimes gives wrong answers and/or makes things up.

Cell Phones and other Electronic Devices: All cell phones should be off and away in your backpack at the beginning of class. Inappropriate use of phones is a classroom distraction and negatively affects your participation grade. I will confiscate devices that are used inappropriately, turn them into the office, and you will get them at the end of the day. Having a device on your person (like in a pocket or lap) during a test is cheating (see below).

Cooperative Learning: Students are encouraged to discuss programming techniques with each other. Cooperation offers a richer learning experience and builds interpersonal skills needed in the real world.

Ethical Behavior: Plagiarizing someone else's work is cheating, plain and simple. Likewise, sending, posting, or receiving old tests or assignment solutions in person or on the Internet (e.g. email, Github, etc) **is considered cheating.** Using AI to write code without citing the source is also considered plagiarism. Students found cheating will get a score of "0" for your test or quiz plus your semester score will drop down one letter grade (-10%). A second offense will result in an automatic semester grade of "F" and expulsion from the course.

Out-of-room policies: Students must write their name on the board to use the bathroom or get water and only one student may leave at a time. This helps me keep track of attendance in the classroom.

Absences and Missed Work: If you have an unexpected, excused absence (e.g. illness), or expected, excused absence (e.g. a class trip), you must turn in late assignments or make up missed assessments (quizzes, tests) the day you return to school. If you are sick, stay home so you don't spread it around. On the other hand, unexcused absences will get an automatic score of '0' on all missed work.

Help/Communication: I really want you to learn and to do well in this class! I am usually available in E201 or E204 during tutorial. Please make an appointment if you want to meet another time.

2026-2027 AP Computer Science A Period _____

I have read and I understand the structure and course requirements for AP Computer Science A.

Student Signature

Parent Signature

Student Name (Print)

Parent E-mail and/or Phone