Computer Science Syllabus
Mr. Allan Didier

Course Overview
This class is a survey class of computer science and the fundamentals of computer programming. The course will cover a wide variety of topics around how computer systems are designed, maintained, and used. It is designed to give the students an introduction to the wide variety of jobs within the computer science field.

Topics
I. Computer Systems
   a. History
   b. Hardware
   c. Software
   d. Networking
   e. Binary
II. Programming
   a. Languages
   b. Boolean logic
   c. Data types and operators
   d. Conditionals and loops
   e. Algorithms
III. Other
   a. Security and privacy
   b. Graphics
IV. Research project: to be discussed later.

Grading
Grading is done on a point-based system. Your grade will be based on a straight percentage of the points that you earn. The points, though, will be roughly distributed in with Tests and Projects ~= 80% and Homework and daily work ~= 20%. The final exam will be ~ 15% of the semester grade.

Homework
Homework will be given on an occasional basis depending on the topic.

Late work
Depending on the assignment, late work may or not be accepted. Some projects are time and group sensitive and cannot be made up. Many individual assignments, though, can be turned in late for credit. A zero, though, will be placed in the gradebook for assignments not turned in on time. For assignments that can be turned in late, the grade earned will be entered when the assignment is turned in.

Textbook and supplies
- One notebook.
- No textbook is used for the class.
- Chromebooks