

## CPSC-24500: Object-Oriented Programming – Week 3

Welcome to Week 3. We covered a lot of material in Weeks 1 and 2. This week we will continue our transition to focus more and more on software development programming activities. This week get your Java compilers out and be ready to create some Views using Java Graphics.

### To-do List – Week 3 (April 3 to April 9):

1. Take a quick look through the slides and notes [\[link\]](#) to get a feel for the learning objectives. Recognize that the slides and notes will be updated after the Tuesday Discussion and Lecture session, so you will want to review them again after the updates are made.
2. Download this week's assignment [\[link\]](#). The FaceDraw programming assignment is challenging and will need to be the focus of your week. Become familiar with the assignment as soon as possible so that you can get the most out of the other activities.
3. Double-check the course source code that is available either through a browser [\[link\]](#) and/or by executing "git clone https://github.com/EricJPogue/CPSC-24500.git".
4. Watch the Object-Oriented Programming week 3 session 1 video [\[link\]](#). You will want to follow along in the notes and/or answer some assignment questions as you watch.  
Note: These activities will likely take you about 2 hours. Keep your focus on the topics that will help you with the FaceDraw application assignment.
5. Suggestion: Start your FaceDraw application with the elements that you already know how to accomplish. These were also discussed in our session 1 video.
6. Watch the ShapesLibrary video [\[link\]](#) before the Tuesday Discussion & Lecture session.
7. Participate in the Tuesday 3pm discussion and lecture which will focus on drawing shapes in a View... and/or watch the resulting video. A link will be here provided once it is available.
8. Review the Session 4 video on Event Handlers & Action Listeners when it becomes available. A link will be provided here. It is necessary information for the class, but is not required to complete the FaceDraw programming assignment.
9. Continue to update your FaceDraw application incrementally. If you are not using version control (like Git), be sure to save periodic working copies off your code so that if you break something you can revert to something that worked previously.  
Note: Take a deep breath, stay focused, enjoy the journey, and deliver something that you can take pride in completing.
10. Complete your Discussion Board posting by the end of the day Wednesday.
11. Respond to one or more other Discussion Board postings by the end of the day Friday.
12. Complete your week 3 assignment [\[link\]](#) and turn it in through the Blackboard "Homework" link by the end of the day Sunday.

Let me know how you are proceeding during the week. Feel free to send me an email or to post something in our "Coffee House" discussion board forum if you have any questions.

Hope to see you Tuesday. Have a great week!