

Week 5 - Outline

Monday	Tuesday	Wednesday	Thursday	Friday
<ul style="list-style-type: none">• Morning<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 1<ul style="list-style-type: none">▪ Section 1: Organizing the the world in Objects▪ Section 2: Add responsibilities to Objects▪ CodeWars Katas• Afternoon<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 2<ul style="list-style-type: none">▪ Section 1: Class Structure Review	<ul style="list-style-type: none">• Morning<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 2<ul style="list-style-type: none">▪ Section 2: Adding Methods to Classes• Afternoon<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 2<ul style="list-style-type: none">▪ Section 3: Overloading Methods▪ CodeWars Katas	<ul style="list-style-type: none">• Morning<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 3<ul style="list-style-type: none">▪ Section 2: Writing JUnit Tests• Afternoon<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 4<ul style="list-style-type: none">▪ Section 1: Static Members▪ CodeWars Katas	<ul style="list-style-type: none">• Morning<ul style="list-style-type: none">○ Workbook 4 - Object Oriented Programming: Module 5<ul style="list-style-type: none">▪ Module 1: Class Interactions (Card Game)<ul style="list-style-type: none">▪ • Afternoon<ul style="list-style-type: none">○ Finish Card Game○ Intro to the Workshop Project (if time permits)	<ul style="list-style-type: none">• Workshop Project<ul style="list-style-type: none">○ Console application to solidify this weeks concepts