Week 1 Objectives

By the end of the week, you will be able to:

- **Remember**: Describe the purpose of the Java Development Kit (JDK) and an IDE, and recall the core rules and win conditions of Wordle.
- **Understand**: Explain the Java compile–run workflow and the course expectations for using AI (attribution, verification, and academic integrity).
- **Apply**: Install the JDK and an appropriate IDE, configure the environment, and verify setup by compiling and running a simple "Hello" program.
- **Analyze**: Decompose Wordle into data, logic, and UI concerns (secret word, guesses, input validation, feedback algorithm for letter status, attempt limits).
- **Evaluate**: Critically assess AI-generated code for correctness, readability, and security, deciding what to accept, revise, or reject with justification.
- **Create**: As a group, produce a playable Wordle clone using only AI-generated code, including a brief README with build/run instructions and known limitations.
- **Create**: Individually implement a minimal Java console version of Wordle that uses variables, loops, conditionals, and collections as a baseline to extend over the next few sessions.