

Week 2 Objectives

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

- **Remember:** Describe the purpose of Git in version control and recall the basic idea of classes in object-oriented programming.
- **Understand:** The basic syntax of Java and the language's foundational elements.
- **Apply:** Use Git to update and commit changes to your group's Wordle program, demonstrating the workflow of staging and committing.
- **Analyze:** Break down the structure of a Wordle clone into classes, methods, and logical control flow.
- **Evaluate:** Assess the design of your initial Wordle clone implementation, considering clarity, maintainability, and adherence to OOP principles.