Professor's Thoughts for the Week

Dear All,

Welcome to Week 2 of our Object-Oriented Programming journey! Last week, you set up your development environment and refreshed your Java syntax foundations. This week, we're going to move a bit more slowly and deliberately—before we dive into object-oriented design, we're going to strengthen the basics that everything else depends on. That means we will **not** be working with classes yet.

Instead, our focus is on a thorough review of core Java constructs: **input and output, variables, conditional logic, and loops**. These topics can feel familiar, but mastery here makes the difference between code that "mostly works" and code you can confidently build on. As we practice, pay attention not just to getting the right output, but to writing logic that is clear, testable, and easy to revise—those habits will matter even more once we start building larger programs.

We'll also begin working with **GitHub** as a team. You'll learn how repositories function, what it means to commit and push changes, and how collaboration works when multiple people are contributing to the same codebase. Your group will submit your **Wordle application via GitHub**, and the goal is to start building professional workflows: tracking changes, communicating through commit messages, and ensuring your work is organized and recoverable.

Alongside this, we'll read **Chapter 1** from *Object-Oriented Software Construction*, titled **"Software Quality."** This chapter sets the tone for the entire semester: quality isn't something we "add later"—it's something we practice from the very beginning through clarity, correctness, and thoughtful design choices. Stay engaged and patient this week. This work makes the next steps smoother and positions you to move into object-oriented thinking with a stronger foundation.