Day 3 Lesson Plan

In-class work: Variables and Designing a Java Class

- Design a Circle class[1] (work in groups of 3)

More on object-oriented programming basics

- OOP Basics notes[2]

- OOP Example code: Expressions[3]

- OOP Extension mechanisms[4]

Homework

- Watch Functions Video, parts[5].

- Questions to be able to answer:

  - What are the function size recommendations in the video?
  - Complete the sentence: A class is a . . .
  - Why are we not going to get lost in a "sea of small functions"?
  - What are the two reasons why we don't worry about "function call overhead" these days?
  - What was Pascal right about (in software development terms)?
  - Complete the sentence: A long function is where . . .
  - Complete the sentence: A function should do . . .
  - Complete the sentence: Braces are an opportunity to . . .

Homework 3

More practice using IntelliJ. On your own or with partner.

- Code Circle class from Activity 3[6]

- source code[7]

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[1] ../activities/activity1-3circleClass.html
[2] ../cheatsheets/OOPBasics.html
[3] https://github.com/sdp-resources/expressions
[4] ../cheatsheets/OOPExtensions.html
[5] ../videos/03-function_size.html
[6] ../activities/activity1-4codeCircleClass.html
[7] https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment