

Day 4 Lesson Plan

In-class work: Reading code and UML diagrams

Work in groups, pick a computer close to a board.

- Exploring OOP Code and some UML diagrams¹
- As time permits, OOP Design Case Study 1²

Reading

- Watch Function Structure video selected parts³
- Read Function Structure notes⁴
- Optional read: Clean Code, chapter 3⁵
- Points to get:
 - How many arguments should functions have?
 - Why should we avoid boolean arguments to functions?
 - What does the *stepdown rule* say?
 - What does the *command-query separation* rule say?
 - What does the *tell, don't ask* rule say?
 - What are function *side-effects*?
 - What is *temporal coupling*?
- Read Code Smells⁶

¹ [../activities/activity1-6objectsAndBasicUML.html](#)

² [../activities/activity4-4oopDesign.html](#)

³ [videos/05-function_structure.html](#)

⁴ [../activities/activity3-2functionStructure.html](#)

⁵ <https://learning.oreilly.com/library/view/clean-code/9780136083238/chapter03.html#ch3>

⁶ [../activities/activity5-1codeSmells.html](#)