

Day 1 Lesson Plan

First Day Stuff

30 min

- Introductions
- Syllabus
- Clean Code Introduction (6 mins)¹
- Questions?

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects² (work with neighbor(s))
- Short lecture with handouts:
 - Java Language Overview³
 - Example program⁴
- Q/A

Activity 2: Introduction to IntelliJ

30 mins

- Code up the palindrome example in IntelliJ⁵ (work in pairs)

Lunch

- Get Lunch
- Watch Clean Code-Remake (54m)⁶

¹https://learning.oreilly.com/videos/clean-code/9780134661742/9780134661742-CODE_01_00_00

²[../activities/activity1-1classesObjects.html](https://learning.oreilly.com/activities/activity1-1classesObjects.html)

³[../cheatsheets/javaBasics.html](https://learning.oreilly.com/cheatsheets/javaBasics.html)

⁴[../activities/activity1-1basicJavaSyntax.html](https://learning.oreilly.com/activities/activity1-1basicJavaSyntax.html)

⁵[../activities/activity1-2palindrome.html](https://learning.oreilly.com/activities/activity1-2palindrome.html)

⁶[../videos/01-clean_code.html](https://learning.oreilly.com/videos/01-clean_code.html)

Activity 3: Variables and Designing a Java Class

1 hour

- Design a Circle class⁷ (work in groups)

Activity 4: More Practice with IntelliJ

30 mins

- Implement Circle class from Activity 3⁸ (work individually)
- source code⁹

Activity 5: Coding Exercise

1 hour

- Students: create GitHub login if you do not yet have one.
- Write program to read and process list of GPAs.
- See programming activity 1¹⁰
- Students: Make sure students commit at the end of the day.

⁷ [../activities/activity1-3circleClass.html](#)

⁸ [../activities/activity1-4codeCircleClass.html](#)

⁹ <https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment>

¹⁰ [../activities/activity1-5gpaCalculator.html](#)