Day 9 Lesson Plan

Activity 1:

- Planning Game video 1

Activity 2:

- Use-case architectures[1]
- SOLID Principles Use Case (grading app) (independent)

Lunch

- Clean Tests (video 20)
    - The Four A's: Arrange, Act, Assert, Annihilate

Activity 3:

- Estimating story points for grading project

Activity 4:

- Estimating story points for the stories in our project

---

[1] ../activities/activity9-1useCaseArchitecture.html