Day 2 Lesson Plan

Activity 1:

(Theresa)

Naming (variables, functions,interfaces) Naming in relation to scope

Activity 2:

Refactorings based on provided code

- what is refactoring (use grades sample code as example)
- renaming variables, functions

Activity 3:

More advanced refactorings (lecture/pencil&paper):

- extracting functions, inlining functions
- extracting method object, parameter object

Lunch

- Get Lunch
- Refactoring screencast "2": Prime generator[1]

Activity 4:

Extended refactoring session (similar or identical to prime generator video), first half
Notes[2]

Activity 5:

Second half of prime generator refactoring. (Number printer part at least)

Activity 6:

Refactoring practice on grades assignment.

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[1] videos/04-prime_gen_screencast.html
[2] activities/refactoring1.html