Day 1 Lesson Plan

Clean Code Introduction (6 mins)[1]]

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects[2]
- Short lecture with handouts:
  - Java Language Overriew[3]
  - Example program[4]
- Q/A

Activity 2: Introduction to IntelliJ

30 mins

- Code up the palindrome example in IntelliJ[5]

Activity 3: Variables and Scope

1 hour

- Example program[6]
- Design a Circle class
- Questions/Review

Lunch

- Get Lunch
- Watch part of videos for Tuesday
- Clean Code-Remake (54m)[7]

[1] https://learning.oreilly.com/videos/clean-code/9780134661742/9780134661742-CODE_01_00_00
[2] ../activities/activity1-1classesObjects.html
[3] ../cheatsheets/javaBasics.html
[4] ../activities/activity1-1basicJavaSyntax.html
[5] ../activities/activity1-2palindrome.html
[6] ../activities/activity1-3circleClass.html
[7] videos/01-clean_code.html

Activity 4: More Practice with IntelliJ

30 mins

- Code up the Circle and Point classes from Activity 3
- Link to repository: https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircl

Activity 5: Coding Exercise

1 hour

- Have students create GitHub logins if they do not yet have one.
- Write program to read and process list of GPAs.
- See programming activity 1[8]
- Make sure students commit at the end of the day.

[8] ../activities/activity1-5gpaCalculator.html