

Day 1 Lesson Plan

First Day Stuff

30 min

- Introductions
- Syllabus¹
- Clean Code Introduction (6 mins)²
- Questions?

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects³ (work with neighbor(s))
- Short lecture with handouts:
 - Java Language Overview⁴
 - Example program⁵
- Q/A

Lunch

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

Activity 2: Introduction to IntelliJ

30 mins

- Code palindrome example in IntelliJ⁷ (work in pairs)

¹ [../syllabus.html](#)

² https://learning.oreilly.com/videos/clean-code/9780134661742/9780134661742-CODE_01_00_00

³ [../activities/activity1-1classesObjects.html](#)

⁴ [../cheatsheets/javaBasics.html](#)

⁵ [../activities/activity1-1basicJavaSyntax.html](#)

⁶ [../videos/01-clean_code.html](#)

⁷ [../activities/activity1-2palindrome.html](#)

Activity 3: Variables and Designing a Java Class

1 hour

- Design a Circle class⁸ (work in groups)

Activity 4: More Practice with IntelliJ

30 mins

- Code Circle class from Activity 3⁹ (work individually)
- source code¹⁰

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 1¹¹
- Students: Make sure students commit at the end of the day.

⁸ [../activities/activity1-3circleClass.html](#)

⁹ [../activities/activity1-4codeCircleClass.html](#)

¹⁰ <https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment>

¹¹ [../activities/activity1-5gpaCalculator.html](#)