

Day 3 Lesson Plan

In-class work: Variables and Designing a Java Class

- Design a Circle class¹ (work in groups of 3)

More on object-oriented programming basics

- OOP Basics notes²
- OOP Example code: Expressions³

Homework

- Watch Functions Video, parts⁴.
- Questions to be able to answer:
 - What are the function size recommendations in the video?
 - Complete the sentence: A class is a ...
 - Why are we not going to get lost in a “sea of small functions”?
 - What are the two reasons why we don’t worry about “function call overhead” these days?
 - What was Pascal right about (in software development terms)?
 - Complete the sentence: A long function is where ...
 - Complete the sentence: A function should do ...
 - Complete the sentence: Braces are an opportunity to ...

Homework 3

More practice using IntelliJ. On your own or with partner.

- Code Circle class from Activity 3⁵
- source code⁶

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

²[../cheatsheets/OOPBasics.html](#)

³<https://github.com/sdp-resources/expressions>

⁴[../videos/03-function_size.html](#)

⁵[../activities/activity1-4codeCircleClass.html](#)

⁶<https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment>