

## Day 9 Lesson Plan

### Activity 1:

- Planning Game video 1

### Activity 2:

- Use-case architectures<sup>1</sup>
- SOLID Principles Use Case (grading app) (independent)

### Lunch

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

### Activity 3:

- Liskov Substitution Principle
- Short review of SOLID Principles

### Activity 4:

- Estimating story points for the stories in our project

### Activity 5:

- Test Process (video 22)
  - Write the test that will force you to write the code that you really want to write.
  - Triangulation to force generalization.
  - Test mechanics

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<sup>1</sup>../activities/activity9-1useCaseArchitecture.html