

Day 2 Lesson Plan

Activity 1:

(Theresa)

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

Activity 2:

Introduction to refactoring.

- Activity 2-2 notes¹
- Activity 2-2 handout²

Activity 3:

Refactoring practice.

- Activity 2-3³

Lunch

- Get Lunch
- Refactoring screencast “2”: Prime generator⁴

Activity 4:

- Extended refactoring session, first part⁵

Activity 5:

- Second part of prime generator refactoring.⁶
- Third part of prime generator refactoring.⁷

¹ [../activities/activity2-2refactoringIntro.html](#)

² [../activities/activity2-2refactoringHandout.html](#)

³ [../activities/activity2-3refactoring.html](#)

⁴ [../videos/04-prime_gen_screencast.html](#)

⁵ [../activities/activity2-4refactoringPrimesGeneratorPart1.html](#)

⁶ [../activities/activity2-5aRefactoringPrimesGeneratorPart2.html](#)

⁷ [../activities/activity2-5bRefactoringPrimesGeneratorPart3.html](#)

Activity 6:

Refactoring practice on grades assignment: Work with your partner from day 1 to carry out a refactoring of your solution to the grading-processing assignment.