Day 4 Lesson Plan

Activity 1:

Section 1.6 of Design Patterns book

Review of OOP concepts (need some examples?)

methods/operations, requests/messages, encapsulation

operation signatures, object interface, type, subtypes and supertypes (p 13)

Activity 2:

Case study POGIL-style

Lunch

- Get Lunch
- Video (TDD part 1?)

Activity 3:

Maybe design of grades application?

Activity 4:

Activity 5: