Day 1 Lesson Plan

Start: Introduction Video (6 mins)

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects[1]
- Short lecture with handouts:
  - Java Language Overriew[2]
  - Example program[3]
- Q/A

Activity 2: Introduction to IntelliJ

30 mins

- Code up the palindrome example in IntelliJ[4]

Activity 3: Variables and Scope

1 hour

- Example program[5]
- Design a Circle class (assuming a point class)
- Questions/Review

Lunch

- Get Lunch
- Watch part of videos for Tuesday
- Clean Code-Remake (54m)[6]

[1] ../activities/activity1-1classesObjects.html
[2] ../cheatsheets/javaBasics.html
[3] ../activities/activity1-1basicJavaSyntax.html
[4] ../activities/activity1-2palindrome.html
[5] ../activities/activity1-3circleClass.html
[6] videos/01-clean_code.html

Activity 4: More Practice with IntelliJ

30 mins

- Code up the Circle and Point classes from Activity 3

Activity 5: Coding Exercise

1 hour

- Have students create GitHub logins if they do not yet have one.
- Write program to read and process list of GPAs.
- See programming activity 1[7]
- Make sure students commit at the end of the day.

[7] ../activities/activity1-5gpaCalculator.html