

Day 1 Lesson Plan

Clean Code Introduction (6 mins)¹

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects²
- Short lecture with handouts:
 - Java Language Overview³
 - Example program⁴
- Q/A

Activity 2: Introduction to IntelliJ

30 mins

- Code up the palindrome example in IntelliJ⁵

Activity 3: Variables and Scope

1 hour

- Example program⁶
- Design a Circle class
- Questions/Review

Lunch

- Get Lunch
- Watch part of videos for Tuesday
- Clean Code-Remake (54m)⁷

¹https://learning.oreilly.com/videos/clean-code/9780134661742/9780134661742-CODE_01_00_00

²[../activities/activity1-1classesObjects.html](https://learning.oreilly.com/activities/activity1-1classesObjects.html)

³[../cheatsheets/javaBasics.html](https://learning.oreilly.com/cheatsheets/javaBasics.html)

⁴[../activities/activity1-1basicJavaSyntax.html](https://learning.oreilly.com/activities/activity1-1basicJavaSyntax.html)

⁵[../activities/activity1-2palindrome.html](https://learning.oreilly.com/activities/activity1-2palindrome.html)

⁶[../activities/activity1-3circleClass.html](https://learning.oreilly.com/activities/activity1-3circleClass.html)

⁷[../videos/01-clean_code.html](https://learning.oreilly.com/videos/01-clean_code.html)

Activity 4: More Practice with IntelliJ

30 mins

- Code up the Circle and Point classes from Activity 3
- Link to repository: <https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircle>

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 1⁸
- Make sure students commit at the end of the day.

⁸[../activities/activity1-5gpaCalculator.html](https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircle)