# Day 1 Lesson Plan

## First Day Stuff

30 min

- Introductions
- Syllabus
- Clean Code Introduction (6 mins)[1]
- Questions?

## Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects[2] (work with neighbor(s))
- Short lecture with handouts:
  - Java Language Overriew[3]
  - Example program[4]
- Q/A

## Activity 2: Introduction to IntelliJ

30 mins

- Code up the palindrome example in IntelliJ[5] (work in pairs)

## Lunch

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

[1] https://learning.oreilly.com/videos/clean-code/9780134661742/9780134661742-CODE_01_00_00
[2] ../activities/activity1-1classesObjects.html
[3] ../cheatsheets/javaBasics.html
[4] ../activities/activity1-1basicJavaSyntax.html
[5] ../activities/activity1-2palindrome.html
[6] ../videos/01-clean_code.html

### Activity 3: Variables and Designing a Java Class

1 hour

- Design a Circle class[7] (work in groups)

### Activity 4: More Practice with IntelliJ

30 mins

- Implement `Circle` class from Activity 3[8] (work individually)
- source code[9]

### Activity 5: Coding Exercise

1 hour

- Students: create GitHub login if you do not yet have one.
- Write program to read and process list of GPAs.
- See programming activity 1[10]
- Students: Make sure students commit at the end of the day.

[7] ../activities/activity1-3circleClass.html
[8] ../activities/activity1-4codeCircleClass.html
[9] https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment
[10] ../activities/activity1-5gpaCalculator.html