# Day 3 Lesson Plan

### **Activity 1:**

Introduction to refactoring. Part 3

- Activity 2-2 notes<sup>1</sup>
- Activity 2-2 handout<sup>2</sup>

## **Activity 2:**

- Activity 3-1<sup>3</sup>
- Activity 3-1 handout<sup>4</sup>

#### Lunch

- Get Lunch
- Video (Comments/Form)

## **Activity 3:**

- Second part of prime generator refactoring.<sup>5</sup>
- Third part of prime generator refactoring.<sup>6</sup>

## **Activity 4:**

Discussion of basic function structure concepts and reasons behind them:

- Number of arguments kept small
- Avoiding boolean arguments
- Command-query separation
- Null?
- notes<sup>7</sup>

 $<sup>^1../</sup>activities/activity 2-2 refactoring Intro. html\\^2../activities/activity 2-2 refactoring Handout. html$ 

 $<sup>^3</sup>$ ../activities/activity3-1functionStructureExample.html

<sup>&</sup>lt;sup>4</sup>../activities/activity3-1functionStructureHandout.html

 $<sup>^{5}../</sup>activities/activity 2-5 a Refactoring Primes Generator Part 2.html\\$ 

<sup>6../</sup>activities/activity2-5bRefactoringPrimesGeneratorPart3.html

<sup>&</sup>lt;sup>7</sup>../activities/activity3-2functionStructure.html

# Activity 5:

• code smells<sup>8</sup>

<sup>&</sup>lt;sup>8</sup>../activities/activity3-3codeSmells.html