

Day 1 Lesson Plan

Clean Code Introduction (6 mins)¹

Activity 1: Basic Java Syntax

1 hour

- Brief introduction to classes and objects² [work with neighbor(s)]
- 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 (work in pairs)

Activity 3: Variables and Designing a Java Class

1 hour

- Design a Circle class⁶ (work in groups)

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](#)

³[../cheatsheets/javaBasics.html](#)

⁴[../activities/activity1-1basicJavaSyntax.html](#)

⁵[../activities/activity1-2palindrome.html](#)

⁶[../activities/activity1-3circleClass.html](#)

⁷[../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

- Students: create GitHub login if you do not yet have one.
- Write program to read and process list of GPAs.
- See programming activity 1⁸
- Students: Make sure students commit at the end of the day.

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