

Day 2 Lesson Plan

Activity 1:

(Theresa)

Naming (variables, functions, interfaces) Naming in relation to scope

Activity 2:

Refactorings based on provided code

- what is refactoring (use grades sample code as example)
- renaming variables, functions
- Activity 2-2 notes¹
- Activity 2-2 handout²

Activity 3:

More advanced refactorings (lecture/pencil&paper):

- extracting functions, inlining functions
- extracting method object, parameter object
- Activity 2-3³

Lunch

- Get Lunch
- Refactoring screencast “2”: Prime generator⁴

Activity 4:

Extended refactoring session (similar or identical to prime generator video), first half

Notes⁵

¹ [../activities/activity2-2refactoringIntro.html](#)

² [../activities/activity2-2refactoringHandout.html](#)

³ [../activities/activity2-3refactoring.html](#)

⁴ [videos/04-prime_gen_screencast.html](#)

⁵ [activities/refactoring1.html](#)

Activity 5:

Second half of prime generator refactoring. (Number printer part at least)

Activity 6:

Refactoring practice on grades assignment.