

Day 6 Lesson Plan

Refactoring example continues

- Activity 2-2 notes¹

In-class work: Reading code and UML diagrams

Work in groups, pick a computer close to a board.

- Exploring OOP Code and some UML diagrams²
- As time permits, OOP Design Case Study 1³

Reading

- Watch Form video parts⁴
- Optional read: Clean code chapters 4⁵ and 5⁶

Paired Homework Assignment

Work with partner

- Second part of prime generator refactoring.⁷

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

² [../activities/activity1-6objectsAndBasicUML.html](#)

³ [../activities/activity4-4oopDesign.html](#)

⁴ [../videos/06-form.html](#)

⁵ <https://learning.oreilly.com/library/view/clean-code/9780136083238/chapter04.html#ch4>

⁶ <https://learning.oreilly.com/library/view/clean-code/9780136083238/chapter05.html#ch5>

⁷ [../activities/activity2-5aRefactoringPrimesGeneratorPart2.html](#)