

Day 2 Lesson Plan

Recap of naming rules

Watch recap of Names++ video¹.

In-class work: Variables and Designing a Java Class

- Design a Circle class² (work in groups of 3)

More on object-oriented programming basics

- OOP Basics notes³
- OOP Example code: Numbers⁴
- OOP Extension mechanisms⁵

Homework 2

More practice using IntelliJ

- Code Circle class from Activity 3⁶
- source code⁷

Pair homework 2

- Create GitHub login if you do not yet have one.
- Work with partner.
- This is a timed activity. You have exactly one hour to work on this task, and you will not be graded on how complete it is. Please time yourselves, focus and eliminate all distractions for that one hour and do as much as you can, then stop wherever you are at.
- Write program to read and process list of GPAs, as described in programming activity 1⁸
- Students: Make sure you commit at the end of the day.

¹ [../videos/02-names.html](#)

² [../activities/activity1-3circleClass.html](#)

³ [../cheatsheets/OOPBasics.html](#)

⁴ <https://github.com/sdp-resources/expressions>

⁵ [../cheatsheets/OOPExtensions.html](#)

⁶ [../activities/activity1-4codeCircleClass.html](#)

⁷ <https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment>

⁸ [../activities/activity1-5gpaCalculator.html](#)