

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 3:

More advanced refactorings (lecture/pencil&paper):

- extracting functions, inlining functions
- extracting method object, parameter object
- Activity 2-3¹

Lunch

- Get Lunch
- Refactoring screencast “2”: Prime generator²

Activity 4:

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

Notes³

Activity 5:

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

Activity 6:

Refactoring practice on grades assignment.

¹[../activities/activity2-3refactoring.html](#)

²[videos/04-prime_gen_screencast.html](#)

³[activities/refactoring1.html](#)