Unit 5: Writing Classes

Content Area: **Business**
Course(s): **Generic Course**
Time Period: **Semester 1 & 2**
Length: **2 weeks**
Status: **Published**

Standards

TECH.8.1.12.A.CS1	Understand and use technology systems.
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.
TECH.8.1.12.E.CS4	Process data and report results.

Enduring Understanding

A method is a named group of instructions that can be called (invoked) at any point of a program simply by using the method's name.

We write methods to break up program instructions into smaller pieces that do a particular task, such as computing a value, setting a property, returning a value, or displaying output.

Essential Questions

How do I write my own methods?

Why would we compartmentalize code?

How can code be reused in other projects?

Knowledge and Skills

- Write a method header with a scope, return type, name and argument
- Explain encapsulation and Java modifiers
- Explore the details of method declarations
- Understand method invocation and parameter passing

Transfer Goals

Subdividing an answer into components allows parts to be reused to solve different problems.

Deconstructing a problem into components allows you to tackle complicated tasks.

Resources

CS Awesome curriculum and online textbook with interactive activities

Repl.it Teams for Education for writing programs

Teacher created Computer Science Google site