

## Downloading Activity Templates from Edhesive into BlueJ

Click on the Edhesive link: [Lesson 3 Activities templates](#)

# Term 1: Lesson 3 - Coding Activities

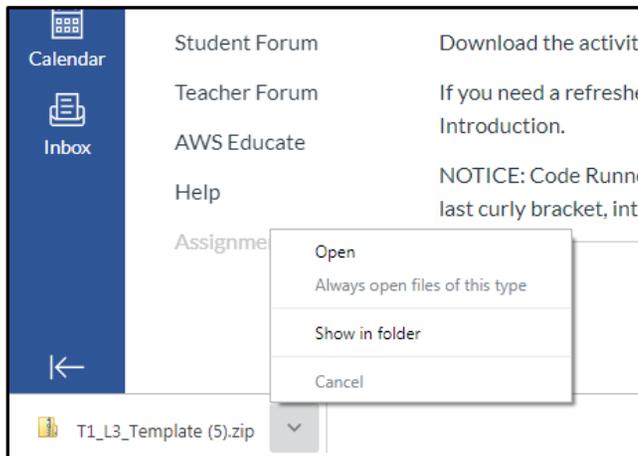
Download and use the [Lesson 3 Activities templates](#) . Use this starter code in DrJava to write your code, compile the entire program and paste it into the Code Runner box below.

Download the activity questions in the [Lesson 3 Coding Activities \(PDF\)](#) to print or use as an offline reference.

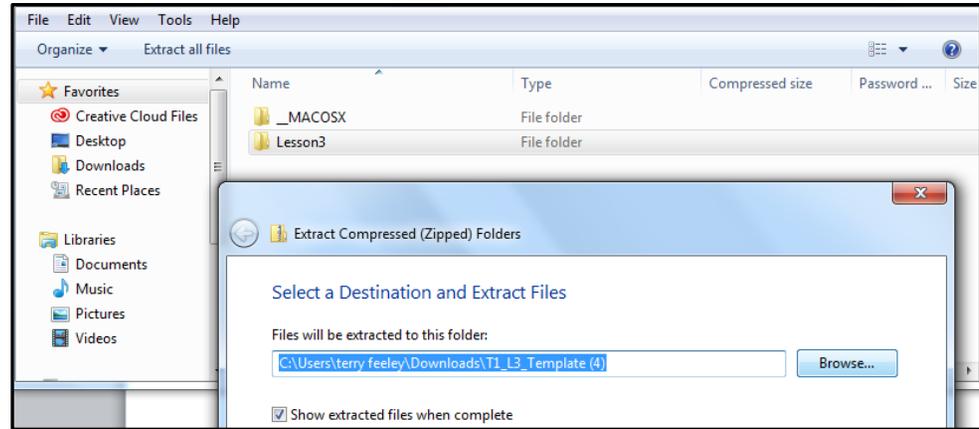
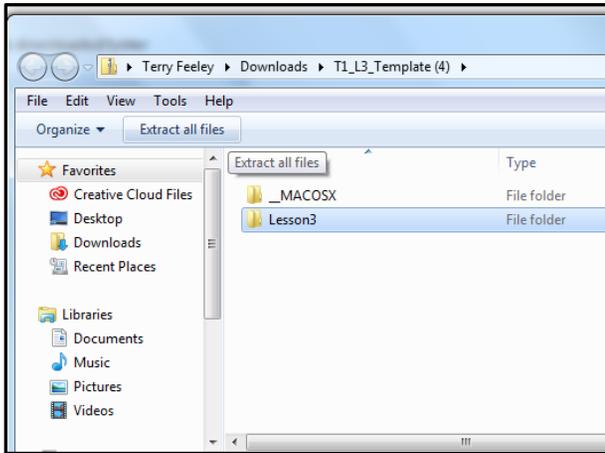
If you need a refresher on how to use this Code Runner, watch the video in the [Submitting Code and Feedback](#) Introduction.

NOTICE: Code Runner requires a complete program. When you have finished your program, copy its entire code, including the last curly bracket, into the code runner below.

In the lower left-hand corner, click the **Open tab**, for the recently downloaded folder.



When the download screen pops up, click on **Lesson3** folder and click on **Extract all files** tab.  
You will be prompted to select the destination folder for your extracted files.



## Open BlueJ

Click the **Project** tab

Click on **Open non BlueJ** project tab

Select the extracted **Lesson3** folder followed by the **Select folder** tab- you will now have a class created for each of the Lesson 3 activities (see below).

