Sankore 2.0 Blockchain Fellowship Program.

Course Structure

Orientation

- Course instructor introduction
- Project manager introduction
- Structure of the course.
- Find technical capacity of students.

Week 1

Day 1

- Setting up the environment (node, git, rust, node npm/yarn)
- Installing an IDE or text editor with appropriate plugins.
- Learning to use git.
- Learning how to use markdown.

Day 2

- Dev tool
- Git
- Data types in javascript
- Functions in javascript
- Operators in javascript

Day 3

- Control flow .
- Git
- Loops.
- Accessing DOM.

Day 4

- External dependencies.
- Form example in javascript
- Error in javascript
- Practise .

Day 5

- Promises, callback and async await.
- Practice practice
- Sneak peak into near js

Week 2

Day 1.

- Why Rust and Why Wasm.
- Create aa rust project (library and binary/application)
- Basic data types in rust
- Running your application or Library

Day 2.

- Revise on data types
- Functions in rust
- Modules in rust
- Use external crate
- Control flow
- Loops
- Enums in rust

Day 3.

- Structs in Rust.
- Ownership and borrowing

Day 4.

- Unsafe code in rust
- Traits in Rust.
- Collections (Vectors, Slices and arrays)

Day 5.

- Guessing game in rust
- More examples in rust

Week 3

Day 1

- Introduction to blockchain
- Introduction to near.
- Near explorer.
- Going through Near rs boilerplate
- Going through example of a smart contract

Day 2

- Near smart contract walkthrough,
    1. counter-example
    2. Near Status message.
    3. Near guessing game

Day 3

- Deployment of a smart contract
- Calling a smart contract

Day 4

- Near project submission
- Repeat of day 2 and 3
- Start discussing students projects

Day 5

- Student project discussion

Week 4

Day 1 , Day 2 and Day 3

- Individual student guidance.
- Assist in submission.

Later On

- Student Graduation and networking ceremony.