

## Plan of the seminar

We invite everyone interested to an introductory seminar on the EO programming language. The EO language is a new look at object-oriented programming. The seminar will be interesting for those who are interested in approaches to writing more idiomatic OOP code, as well as for those who would like to learn about unusual programming languages.

### Part 1

#### Basics

In this section we will introduce overall information about EO, 4 basics principles (abstraction, application, decoration, and dataization) that the EO programming language relies on. Some comparison between EO and Java, Kotlin.

### Part 2

#### quick start

Short introduction section, about setting up an environment. Running the first program, `Hello world.eo`

### Part 3

#### examples

Introduction to the basic mathematical operations, how to work with arrays, some live demo examples.

### Part 4

#### demo algorithm

In this section, there will be live overview of demo algorithm from Jpeek, so Ford-Fulkerson, Kruskal of any other from that project that was developed.

### Part 5

#### some patterns

In this section there will be live presentation of popular design patterns in EO, it's motivation and program realization.