DAY 1

1. Sharing/Coming up with app ideas.(20 minutes)
   1. If you don’t have an idea lets brainstorm and come up with some
   2. Check if others have same idea maybe collaborate
2. Have all ideas done by 1st (20 minutes)
3. Quick outline of Coding(20 minutes)
   1. What is coding?
4. Start touch develop(2.5hrs)
   1. Syntax
   2. How to create variables and what is a variable
   3. Data type Objects
   4. How the math works
      1. Remainders and modulo
      2. pemdas
   5. Mathematical operators
   6. Logical operators
   7. Control Statements
   8. Looping statements
   9. Code dos and donts
      1. Styling
      2. Commenting
   10. Methods/Functions
       1. What they are
       2. How to create them
          1. Overloading them
       3. How to use them
   11. Classes
       1. Constructors
       2. Fields(just objects that are available throughout the class)
       3. Field modifiers(get or set)
   12. Objecsts
5. Advanced topics(micro lecture 30 minutes)
   1. Calling super class
   2. Overriding super class
   3. Public static void....
      1. Private
      2. Public
      3. Return types
   4. Abstract classes
      1. What are they
      2. When do we use them
   5. Interfaces
      1. What are they
      2. When do we use the
6. Start developing App(remainder of time)

DAY 2

1. Continue to develop your app(3 hrs)
2. Lunch (30 minutes)
3. Back to developing (1hr)
4. Present app/continue to develop