# Cybercamp outcomes

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| 1. Explain and implement core concepts of computer programming |
| 1. Develop a viable concept/idea |
| 1. Apply proper security measures to computer programs |
| 1. Describe how to publish app content |
| 1. Apply programming knowledge to different programming languages 2. Demonstrate Working knowledge of platforms available 3. Build a simple App |

# Schedule

## Day 1 – Introduction/Ideas/Fundamentals of Computer Programming

| **Time** | **Topic** | **Activity** |
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| 9:00 |  | Introductions |
| 9:15 | Intro | overview of camp, WCC , App Challenge |
| 9:30 | App Ideas | Discuss Ideas for your app, make sure app is viable |
| 10:00 | Coding | Micro Lecture: Overview of Computer Programming |
| 10:30 | Touch Develop | Micro Lecture: Syntax, Variables, Objects, computer math  Walk through tutorial flatverse  Micro Lecture: Operators, Control Statements, Loops  Continue flatverse tutorial  Micro Lecture: Methods/functions, Classes, Review Objects  Advanced Students: Open up android Studio and began coding your app |
| 12:30 | Lunch |  |
| 1:00 | Advanced Topics | Micro Lecture: Super class, calling super class, overriding superclass, Abstract classes, interfaces, |
| 1:30-3:30 | App Building | Use Touch develop or android studio to build apps |
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## Day 2 – App Building

| **Time** | **Topic** | **Activity** |
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| 9:00 |  | Questions |
| 9:30 | Coding | Review basics & 1st day |
| 10:00 | Lab | Build Your App |
| 12:30 | Lunch |  |
| 1:00-3:00 | Apps | Present the app you have built |