1. Add review / intro in the first week for: C# (especially features not present in C++) and XML
2. Use Visual Studio on Windows, and use the VS Emulator
   1. Make emulator images for Nexus 4 and 7 and APIs 16 and 23 (or the current latest)
3. Give a demo of using Xamarin Studio on Mac OS-X
4. For the Multi-Screen Module, include the Nav Bar and don’t have them use the SingleInstance launch mode. Use the back arrow (up button) on the Nav Bar. <https://developer.android.com/design/patterns/navigation.html>   
   Note: The ActionBar has been replaced by the ToolBar, <https://blog.xamarin.com/android-tips-hello-toolbar-goodbye-action-bar/>
5. Cover themes, especially material design and look at how the theme adds the toolbar.
6. For the final project:
   1. Specify that the app should have functions that make sense and fully work (example: to-do list items should be saved to a file, database, or settings).
   2. There should be separate layouts for landscape and portrait.
   3. Saving state on orientation should work for things not in input widgets and there should be something to save that’s not in an input widget.
7. For SQLite give more examples of querying, especially getting a range of dates and using the SQLite date function.