1. In the first week only do review and setup the dev environment:
   1. C# (especially features not present in C++) and XML
   2. Setting up the IDE and emulators
   3. 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)
   4. Give a demo of using Xamarin Studio on Mac OS-X
2. For the Multi-Screen module (week 3):
   1. Remove the tutorial: <https://classes.lanecc.edu/mod/resource/view.php?id=1578954> and revise the quiz to cover the two additional tutorials:
      1. [Tutorial: StartActivityForResult](https://classes.lanecc.edu/mod/url/view.php?id=1597363)
      2. [Tutorial: Providing "up" navigation](https://classes.lanecc.edu/mod/url/view.php?id=1597372)
   2. <https://developer.android.com/design/patterns/navigation.html>
   3. Note: The ActionBar has been replaced by the ToolBar, <https://blog.xamarin.com/android-tips-hello-toolbar-goodbye-action-bar/>
   4. Modify the lab 2, group A assignment so that it doesn’t require checking the intent for null on the second activity.
3. Cover themes, especially material design and look at how the theme adds the toolbar.
4. 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.
5. For SQLite give more examples of querying, especially getting a range of dates and using the SQLite date function.