1. Intro
   1. Explain compiler thing
   2. Explain purpose behind the apples and the A B thing. Different way of thinking.
   3. Explain levels of languages
   4. Give VBasic Crap!
   5. Examples of uses ala Labeling in GIS
   6. Stick with it
2. Programming Basics
   1. Relate to database design.
      1. Design logically first
   2. GIS Programming
      1. In ESRI
         1. ArcObjects and API for Pro
         2. ArcGIS Engine
         3. ArcGIS for Developers
      2. Web Apps
      3. Customizing Desktop GIS
         1. In GUI
         2. Python tools
         3. VisualStudio
      4. Open Source (Python and QGIS/GRASS)
   3. Packages and arcpy