Typescript Basics for Azle Canister Development

1. **INTRODUCTION**

* *What are the goals of this session?*
* *What is the internet computer?*
* *What are Canisters?*
* *What is Azle?*

1. **TYPESCRIPT BASICS**

* *Why Typescript?*
* *Candid and Azle Datatypes in Typescript*
* *Azle functions: Update & Query Methods*
* *Storage\**

1. **SETTING-UP FOR AZLE DEVELOPMENT**

* *How to setup a new Azle project,*
* *What is Candid UI?*
* *Simple db program*
* *Exercise*

1. **Summary & QA**

* *Questions?*
* *What are the Key Takeaways?*
* *Learning Resources*