1. Dictionaries
    1. keys, values
    2. Operations
    3. Iterating

2. OOP 1
    1. OOP concepts
    2. Creation, destruction
    3. Class attributes, methods
    4. Querying types
    5. Special methods

3. OOP 2
    1. Why use objects?
    2. getter and setter methods
    3. information hiding
    4. hierarchies, inheritance
    5. Class variables

4. Program efficiency
    1. Definition of efficiency
    2. Best, average, worst case
    3. Big-O notation
    4. Law of addition and multiplication in Big-O
    5. Complexity classes
    6. Linear, Binary search
    7. Merge sort

USER STORY 1

- Narinder

  - Has a BSc in Statistics.

  - During his BSc he encountered tools such as SPSS but never did any formal programming module.

  - He has worked for a number of years in Industry working with BI tools.