**Bazel TOC**

| **Day** | **Topics** | **Time** |
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| 1 | What Is Bazel? | 30 mins |
| 1 | Main Bazel Features | 30 mins |
| 1 | Bazel Evolution: From Blaze to Bazel | 45 mins |
| 1 | Companies Using Bazel | 45 mins |
| 1 | Module Overview - Setting Up Development Environment | 30 mins |
| 1 | Bazel Environment and Linux Installation | 1 hour |
| 1 | Windows Installation | 30 mins |
| 1 | Visual Studio Code and PyCharm Integration | 30 mins |
| 1 | Building Your First Target | 15 mins |
| 2 | Module Overview - Understanding Artifacts | 30 mins |
| 2 | Inputs, Outputs, and Actions | 1 hour |
| 2 | Sandboxing for Artifact Generation | 45 mins |
| 2 | Dependencies between Artifacts | 1 hour |
| 2 | Defining External Dependencies | 30 mins |
| 2 | Find Dependencies between Artifacts | 15 mins |
| 2 | Module Overview - Basic Commands | 30 mins |
| 2 | How to Reference Bazel Targets | 30 mins |
| 2 | Bazel Build, Run, and Test | 1 hour |
| 3 | Module Overview - One tool for Multiple Languages | 30 mins |
| 3 | Support for Multiple Languages | 1 hour |
| 3 | Build and Test for Different Languages | 1 hour |
| 3 | Dependencies between Targets of Different Languages | 1 hour |
| 3 | Module Overview - Macros and Rules | 30 mins |
| 3 | Macros and Rules | 1 hour |
| 3 | Macros and Rules in Action | 1 hour |
| 3 | Open-source Rules | 30 mins |
| 4 | Module Overview - Speeding up Your Builds | 30 mins |
| 4 | Bazel Server | 1 hour |
| 4 | Output Directory and Repository Cache | 1 hour |
| 4 | Disk Cache, Remote Cache, and Remote Execution | 1 hour |
| 4 | Different Caching Mechanisms in Action | 30 mins |
| 4 | Module Overview - Configurability | 30 mins |
| 4 | Platforms and Configs/Select Statements | 1 hour |
| 4 | query vs. cquery and Incompatible Target Skipping | 1 hour |
| 4 | Toolchains | 30 mins |