## Zetta LEVEL 4

- 1. Scout
- Introduction
- 2. What is a Scout?
- 3. Before you begin
- 4. Set up the project
- 5. Test the server
- 6. Quick review
- 7. Begin coding the Scout class
- 8. Add the Scout to the server
- 9. Test the device
  - Modify the Scout to find multiple Devices
  - Use the Zetta Browser to interact with the devices