

Zetta LEVEL 5

1. App

- Introduction

2. Before you begin

3. Set up the project

4. Test the server

5. About the app

6. Begin coding the application

7. Add the app to the server

8. Test the app

9. Quick review

- Add a name property to the Device class
- Modify the application to query for named devices
- Use the emitter pattern to connect the devices
- Use the Zetta Browser to interact with the devices