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## DAY ONE

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### Welcome

- Introduction
- *Ex. 0-1 (10 min.): Prepping your Training Org*

### what is Apex?

- Apex and the Salesforce Platform
- Apex is Object-Oriented
- Behind the Scenes
- Resources and Documentation
- *Ex. 1-1 (10 min.): Retrieving Apex Developer Guide*
- *Ex. 1-2 (15 min.): Sight-Reading Apex*

### Plugging in Your Power Tools

- Developer Console
- Explore the Developer Console Using Anonymous Blocks
- *Ex. 2-1 (10 min): Executing Anonymous Blocks in the Developer Console*
- Browsing Metadata

### Apex Nuts and Bolts

- Naming Conventions
- Code Syntax
- *Ex. 3-1 (10 min.): Identifying Constructs*
- Operators
- Expressions
- *Ex. 3-2 (10 min.): Exercising Operators and Expressions*
- IF Statements
- *Ex. 3-3 (20 min.): Branching Code with IF Statements*
- Loops
- *Ex. 3-4 (20 min.): Iterating through Code with FOR Loops*



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## DAY TWO

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### It Takes All Kinds

- Data Types
- Primitive Data Types
- *Ex. 4-1 (10 min.): Calculating Data with Primitives*
- Composite Data Types
- Collection Data Types
- *Ex. 4-2 (15 min.): Iterating over Lists*

### OOPs!

- Object-Oriented Programming
- Classes
- Attributes
- Methods
- *Ex. 5-1 (20 min.): Creating a Class*

### Building from Blueprints

- Constructors
- Instantiating Objects
- *Ex. 6-1 (20 min.): Constructing Objects from Classes*
- Static and Final Methods and
- Class Libraries

### Lock and Key

- Access Modifiers
- *Ex. 7-1 (10 min.): Identifying Scope*
- Record Access
- Class Security



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## DAY THREE

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### Universal Containers Recruiting Application

- Introduction to the Recruiting Application

### sObjects of My Affection

- sObjects, Fields, and Relationships
- *Ex. 9-1 (15 min.): Referencing sObjects in Apex*
- Data Manipulation Language Operations
- *Ex. 9-2 (20 min.): Saving sObjects in Apex*

### SOQL It to Me

- Query Languages
- SOQL
- *Ex. 10-1 (15 min.): Creating SOQL to Return Data to Apex*

### Trigger Happy

- Triggers
- Order of Save Execution
- *Ex. 11-1 (20 min.): Coding a Trigger Part I*
- Handling Bulk Data
- *Ex. 11-2 (20 min.): Coding a Trigger Part II*
- Governor Limits
- Refactoring a Trigger Using a Class
- *Ex. 11-3 (20 min.): Refactoring a Trigger Using a Class*

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## DAY FOUR

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### Curated Administrator to Developer Content at TrailheadDX

- Session list coming soon

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## DAY FIVE

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### Curated Administrator to Developer Content at TrailheadDX

- Session list coming soon