- **INTRODUCTION**
    - Features of Mobile Applications
- **ARCHITECTURE**
    - Architecture of Online Mobile Applications
    - Architecture of Offline Mobile Applications
- **GETTING STARTED WITH A MOBILE APPLICATION**
    - Getting Started with a Mobile Application
    - Prototyping a Mobile Application
- **DESIGN & UX/UI**
    - Designing a Mobile Application
    - Design System of a Mobile Application
    - Stencil Object
- **USER INTERFACE COMPONENTS**
    - Basic Screen Controls. Definition and Customization
    - Canvas Control
    - Multiple Layouts for a Panel
    - Multiple Layouts in a Grid
    - Grids. Types and Functionalities
    - Navigation Styles of a Mobile Application
- **LOGIC AND BEHAVIOR**
    - Work With Pattern in Mobile
    - Logic for Loading Data and Base Tables in a Panel
    - Events in a Panel
    - Invocations between Mobile Objects
- **ADVANCED DESIGN FEATURES**
    - Importing a Design from Figma
- **OFFLINE APPLICATIONS**
    - Introduction to Offline Applications
    - Offline Database Object Generation
    - Offline Database Synchronization
- **INTEGRATION**
    - Using APIs to Add Features
- **SECURITY**
    - GAM Introduction
    - GAM Authentication and Authorization
- **TESTING AND DEPLOYMENT**
    - Deployment of a Native Application