### Chapter 1: Getting Started
You will learn:

- Recognize the features of Spiffy.
- Appreciate concepts and terminology.
- Become familiar with Spiffy’s view of an object.
- Use Spiffy commands.

### Chapter 2: Data Management
You will learn:

- Use and work with the MSL listings.
- Utilize the benefits and usage of drill down navigation.
- Use Spiffy wildcards.
- Code the browse and edit commands.

### Chapter 3: Commands
You will learn:

- Use command syntax and rules.
- Apply the commands.
- Recognize the appropriate use of TSO and Spiffy commands.

### Chapter 4: Commands and Subcommands
You will learn:

- Code all the major commands in Spiffy.
- Use the syntax rules of the commands.
- Compress a library.
- Use cut, copy and paste.
- Use the MSL commands.
- Utilize commands to control the configuration of Spiffy.