

- 1.- A short introduction to Python.
- 2.- Inverse Ray Shooting Basics. Image/s for a simple lens.
  - .- The Point Lens.
- 3.- Playing around with lenses and sources.
  - .- Two points
  - .- Many Points
  - .- Point + Shear
  - .- SIE (+ Shear)
  - .- NSIE (+ Shear)
- 4.- Magnification maps and light curves.
- 5.- Quasar Microlensing. Source size effects.
- 6.- Beyond simple IRS: Treecodes and IPM.