# Module 1 - ES6, TypeScript, Angular-CLI and Angular Components

* ES6
  + Module system
  + Classes
  + Variable declaration
  + Arrow Functions
  + Template Strings
* TypeScript
  + Type safety, inference and intellisense
  + Interfaces
  + Decorators
* Angular-CLI & project structure
  + Creating a new project
  + Project settings, bootstrapping
  + Building and serving
  + Component-based architecture
  + Angular building blocks overview
  + Generating project elements
  + Root Angular Module
* Angular Components
  + Component definition
  + Component types
  + Template syntax
  + Data, property and event binding
  + Using directives and pipes
  + Inputs
  + Outputs (events)
  + Component style
* Advanced Components
  + Data projection, building a wrapper component
  + Querying view and children
* Dynamic components

# Module 2 - Providers, Dependency Injection, Observables

* Providers and Dependency Injection
  + Understanding the role of the Provider
  + Understanding the injector tree
  + Creating and using a class provider (service)
  + Other provider strategies
  + Configuring providers
* Observables and RxJS
  + Subscription
  + RxJS Operators
  + Creating Subjects and Observables
* HttpClient
  + Http requests (GET, PUT, POST)
  + Configuring headers
  + Interceptors
  + Progress events

# Module 3 - Angular Router

* Setting up the router
* Navigation
* Child routes
* Routing params
* Lazy loading
* Guards and hooks

# Module 4 - Angular Modules, directives and Pipes

* Angular Modules
  + Root Module vs. Feature Module
  + Module definition
  + Module configuration
* Directives
  + Types of directives
  + Built-in directives
  + Writing your own directives
* Pipes
  + Sync and async Pipes
  + Built-in Pipes
  + Writing your own pipes

# Module 5 - Angular Forms

* Template-driven forms
* Reactive forms
* FormBuilder
* Form validation
* Custom validators
* Async validators

# Module 6 - State management with ngRx

* Understanding Redux architecture
* ngRx Store
* Actions & Reducers
* Middleware
* Effects and Facades
* Action Splitters