ANGULAR

* Introduction
* Frame VS, UI (Community ng)
* Architecture
* Interpolation
* Class binding
* Style binding
* Assets
* Event binding
* NG model binding
* Array binding
* Object binding
* Services
* Custom JS
* Normal forms
* Bootstrap
* Angular materials
* Routing
* Dependency injection
* NG switch
* NG for
* Components
* JSON data
* Github
* CRUD project