



Complete Angular Developer Bootcamp

Description:

Do you want to develop front-end applications more quickly and with less code that are robust, manageable, and testable? Then think about enrolling in this course to learn about AngularJS, one of the most widely used Single Page Application (SPA) frameworks available today. Because it was created and is supported by Google, AngularJS is extremely marketable expertise.

Start Date:

Doubt Clear Time:

Course Time:

Features:

- # Course material
- # Course resources
- # On demand recorded videos

Practical exercises

Quizzes

Assignments

Course completion certificate

What we learn:

Getting started with angular

TypeScript that you need for Angular

Let's Build counter

Core foundation of angular apps

Generator - user input

Game- passing info to parent

RxJs fundamentals

Project:- Form service and pipe in angular project

Project :- SignUp reactive form in Angular

Project:- Web request and API in Angular

Project:- Fire base login and github searcher

Requirements:

System with Internet Connection

Interest to learn

Dedication

Instructor:

Name:

Hitesh Choudhary

Description:

I like to make videos related to code and tech in my free time. I also lead a few tech teams in startups, help in hiring talent for companies. I am also on a part time traveller, with 31 countries checked off so far!

>Getting started with angular:

- >>Angular Section 1 Intro
- >>Tools and installation for Angular
- >>NG command line utility
- >>Create your first angular application
- >>Angular file structure
- >>Official Hello to Angular app
- >>Online editors -A word of caution

>TypeScript that you need for Angular:

- >>Angular section 2 intro
- >>Types in TypeScript
- >>Conditionals in TypeScript
- >>Looping through array
- >>Functions and Parameters in TypeScript
- >>Interface in TypeScript
- >>Class constructor and Interface
- >>Decorators- Best explanation you will see

>Let's Build counter:

>>Angular section 3 intro

>>Counter app assets and naming

>>Creating HTML interface for the counter app

>>Handling counter logic

>>Injecting class into template

>>Event binding and interpolation

>Core foundation of angular apps:

>>Angular section 4 intro

>>Delete everything in project

>>What is main ts file

>>Creating a module in Angular

>>Inject decorator in Module

>>Inject decorator in Component

>>Pollyfills and running the app

>>File seperation for component

>>Injecting second component

>Generator - user input:

>>Angular section 5 intro

>>Basics about user input and routing

>>Load CSS, Bootstrap and Custom assets

>>Logic part of word application

>>Finish word generator and assignment

>Game- passing info to parent:

>>Angular section 6 intro

>>Prototype and reading docs

>>Creating a mistake and custom CSS

>>Winning logic and package config

>>Input decorator in Angular

>>Angular switch and case

>>Winning and reset logic in Angular

>>Detect clicks and custom messages in Angular

>>Reset the game

>>Ng For loop and property binding in Angular

>>Small CSS fix - optional

>RxJs fundamentals:

>>Angular section 7 intro

>>Problem that RxJs is trying to solve

>>Comparing regular Js and RxJs

>>Understand the flow in RxJs

>>What is observable in RxJs

>>What are observers in RxJs

>>Subscribe and Unsubscribe to events

>>Pipe and operators in RxJs

**>Project:- Form service and pipe
in angular project:**

>>Angular section 8 intro

>>Building todo - form and service in angular

>>Creating app structure for todo in Angular

>>Creating model for todo in Angular

>>Angular pipe in Action

>>Service - Business logic of Angular app

>>Life cycle hooks in Angular

>>NgClass and NgFor todo Angular

>>Reactive form and template driven form

>>Adding form in module Angular

>>2 way binding syntax in Angular

>>Angular wrapper elements

**>Project :- SignUp reactive form
in Angular:**

>>Angular section 9 intro

>>Building a signup form and validations

>>Adding reactive form and bootstrap

>>Brain part of reactive forma in Angular

- >>Building custom form validators
- >>Understand the basic signup form template
- >>Connect form with validators
- >>Render error messages to users

>Project:- Web request and API in Angular:

- >>Angular section 10 Intro
- >>HTTP module in Angular
- >>Generating components and services for users
- >>Adding httpClientModule to app
- >>Injecting httpClient in Angular
- >>Make a web request in Angular
- >>Accept data from parent as user
- >>Getting API response and displaying it
- >>One more thing about ngContent

>Project:- Fire base login and github searcher:

- >>Angular section 11 intro
- >>reading routing docs and layout in Angular
- >>Understand the project structure
- >>Reading fire base docs
- >>Creating a new firebase project

- >>Config project to firebase
- >>Generating file structure for github app
- >>Bring everything in Module for Angular
- >>signup and sign in and getUser from firebase
- >>Working with GitHub service API
- >>Footer for github Angular
- >>Fixing bugs and header brain
- >>Header template with router
- >>Detect changes in grand child
- >>User card for git
- >>Finishing home component
- >>Page not found
- >>Signup with firebase for git
- >>Protecting routes and routing
- >>Sign In with firebase for git
- >>Minor debugging and Final github searcher

>Project :- Social Media and - Insta Inspired:

- >>Angular section 12 intro
- >>Social media mockup -intro
- >>Understand database and storage
- >>Understand database and architecture
- >>Installing tools that we need

- >>Generating all components for travelgram
- >>Building firebase services for travelgram
- >>Header and footer of the application
- >>Signup with DB entry in travelgram
- >>How to upload images or any resources in database
- >>Conditional rendering of signup template
- >>Setting up routing for travelgram
- >>Router and lots of debugging
- >>Signs in is easy now
- >>Add post by user
- >>Home component with a BUG
- >>Adding list of users
- >>Like and dislike the post
- >>Like and dislike with changes