



Angular JS Course

Description:

This course will help you to learn the fundamentals and the practical implementations of Angular JS.

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