Angular: Getting Started

INTRODUCTION

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WHAT?
WHERE?
WHO?
WHEN?
WHY?
HOW?

Angular Is ...

A JavaScript framework

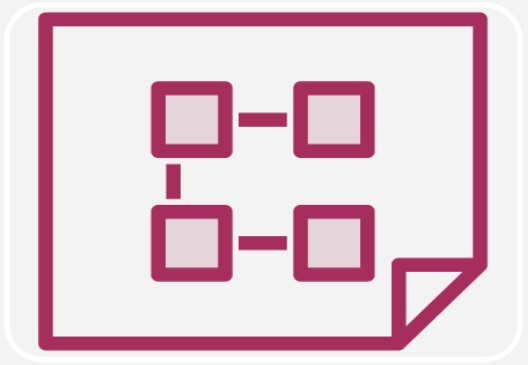
For building client-side applications

Using HTML, CSS and JavaScript

Why Angular?

Expressive HTML

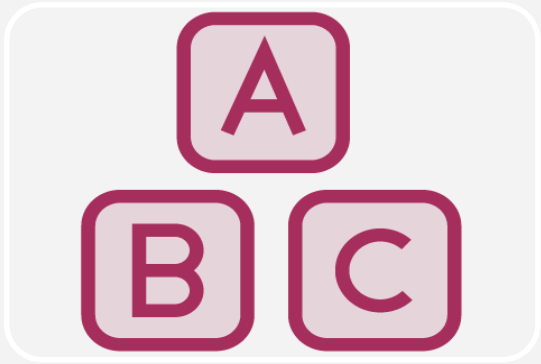
Powerful Data Binding

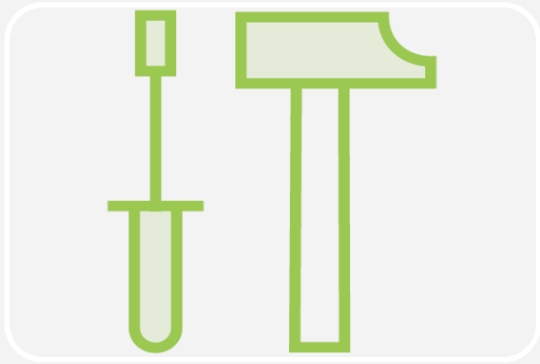


Modular By Design

Built-in Back-End Integration

Why Angular 2?





Built for Speed

Modern

Simplified API

Enhances Productivity

Module Overview

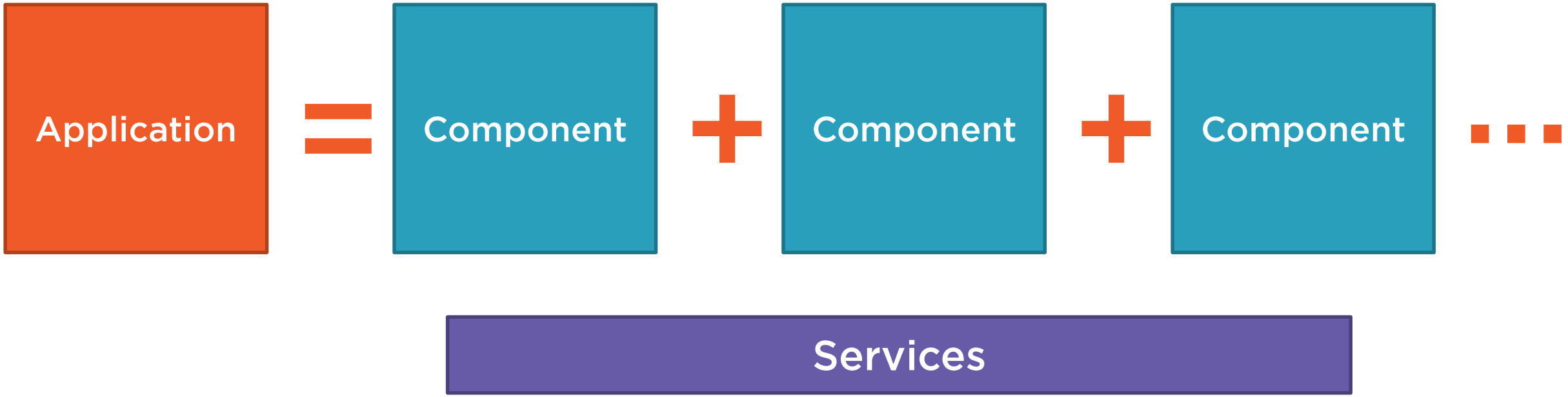
Anatomy of an Angular 2 Application

Getting the Most from This Course

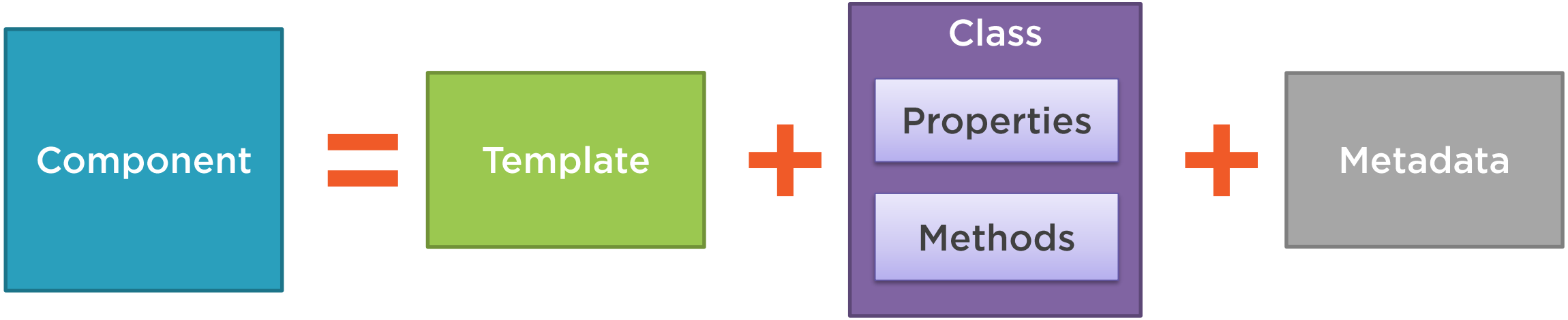
Sample Application

Course Outline

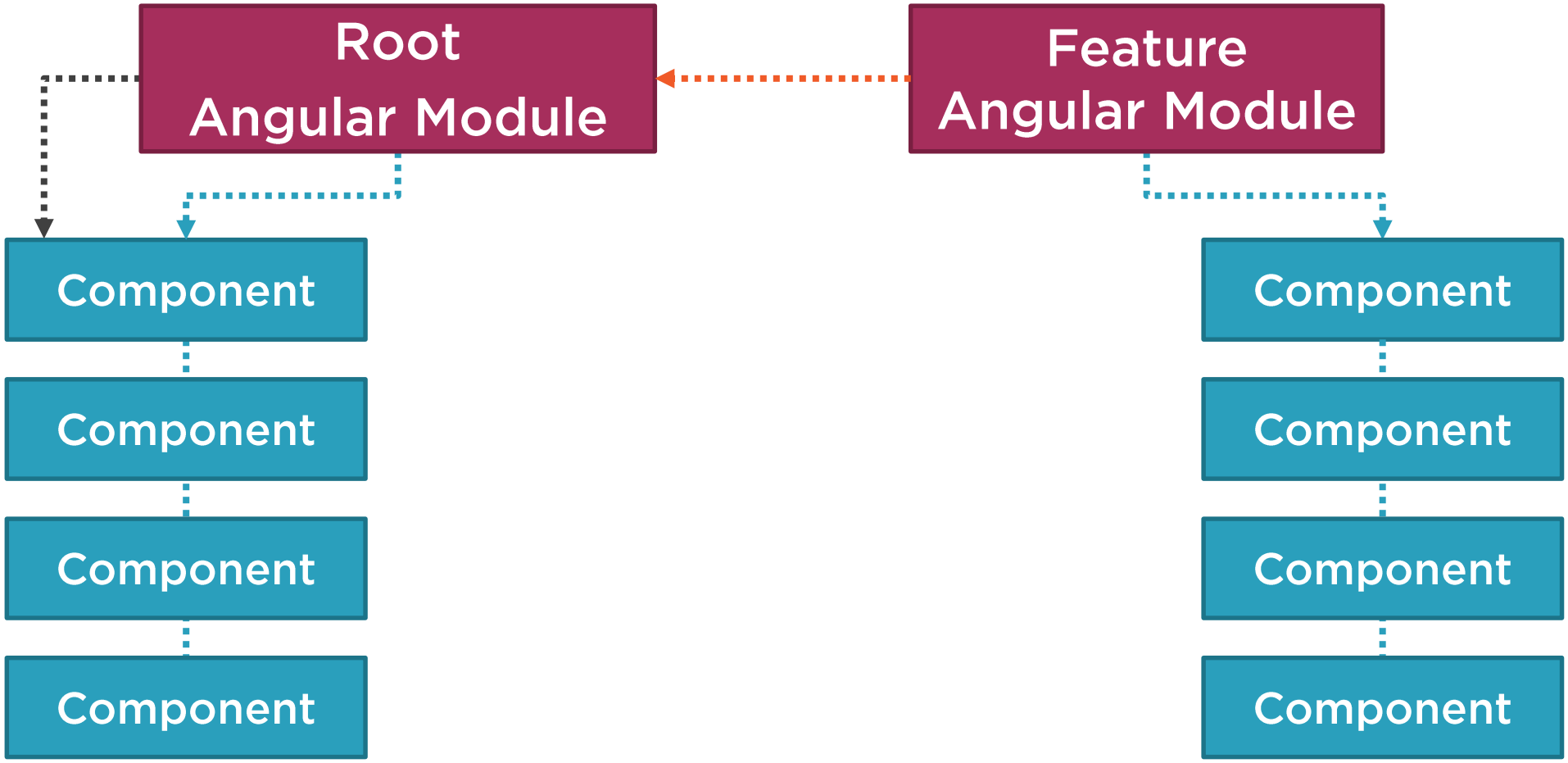
Anatomy of an Angular 2 Application



Component



Angular Modules



Prerequisites

Required

- JavaScript
- HTML
- CSS

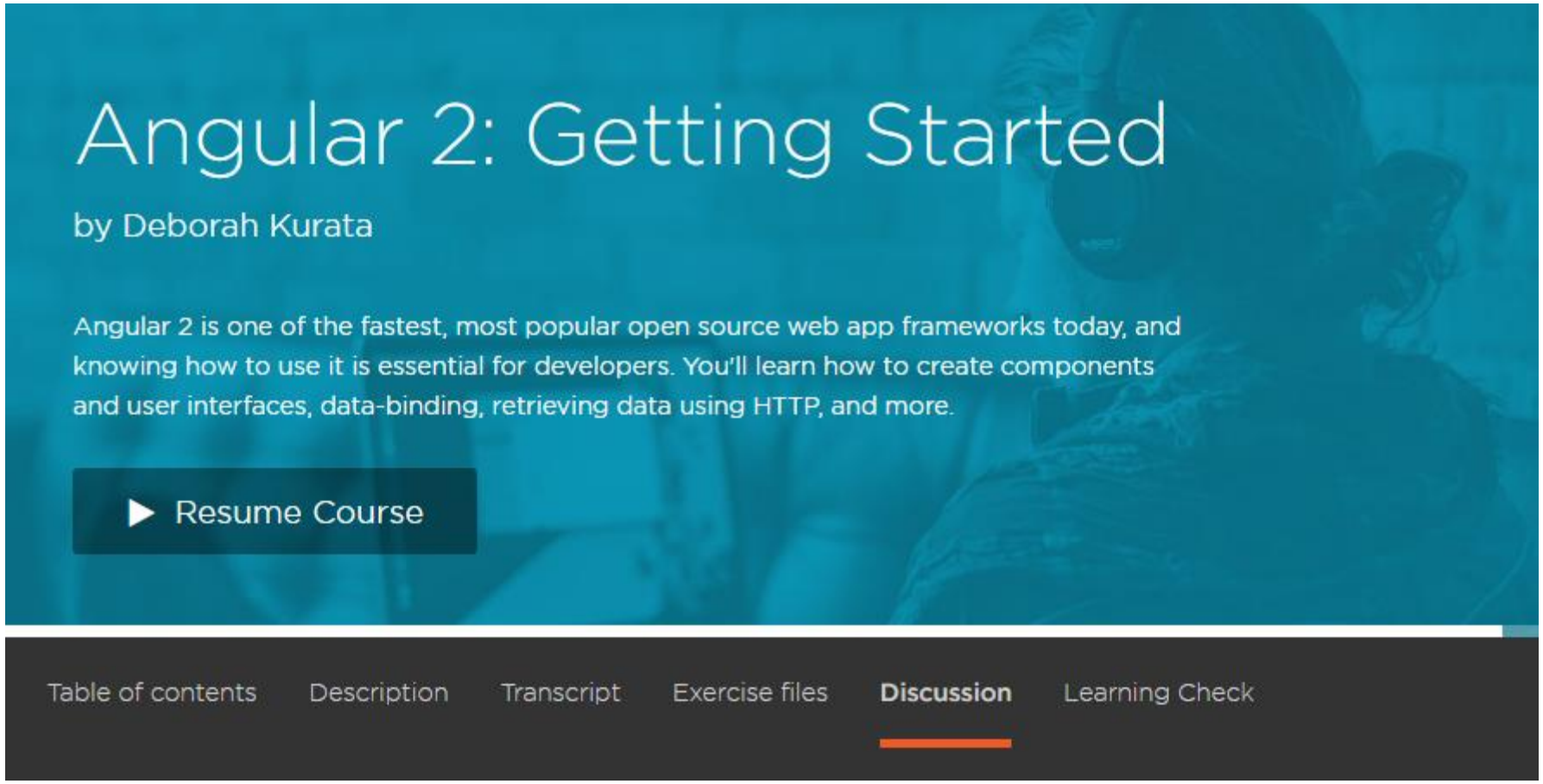
Helpful

- Object-oriented programming (OOP) concepts
- C++, C#, Java, ...

Not Required

- Prior knowledge of Angular
- Prior knowledge of TypeScript

Thoughts? Comments? Questions?



@deborahkurata

Blog Post

http://blogs.msmvps.com/deborahk/angular-2-getting-started-problem-solver/

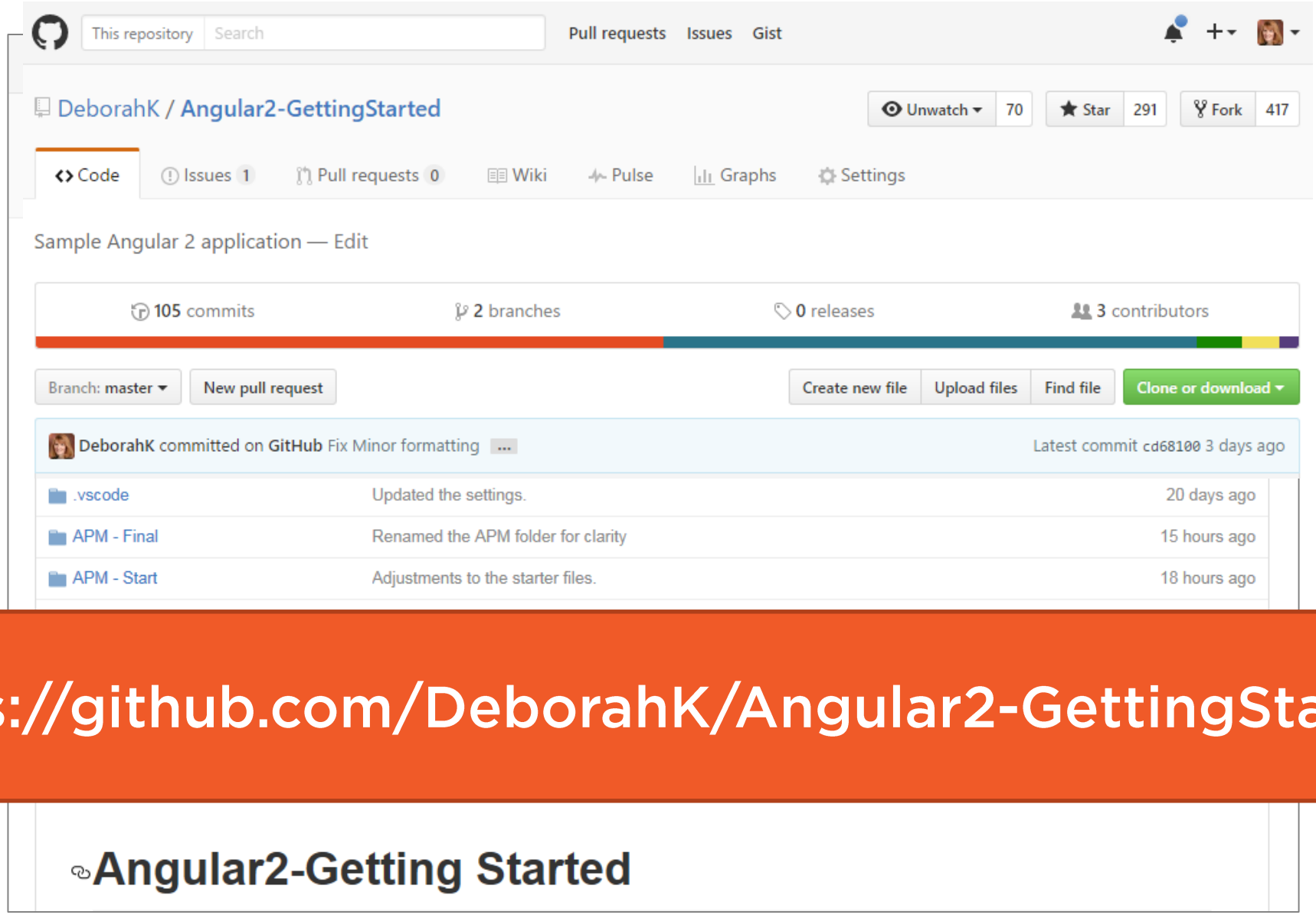
Checklist

Review module concepts

Code along assistance

Revisit as you build

GitHub Repository

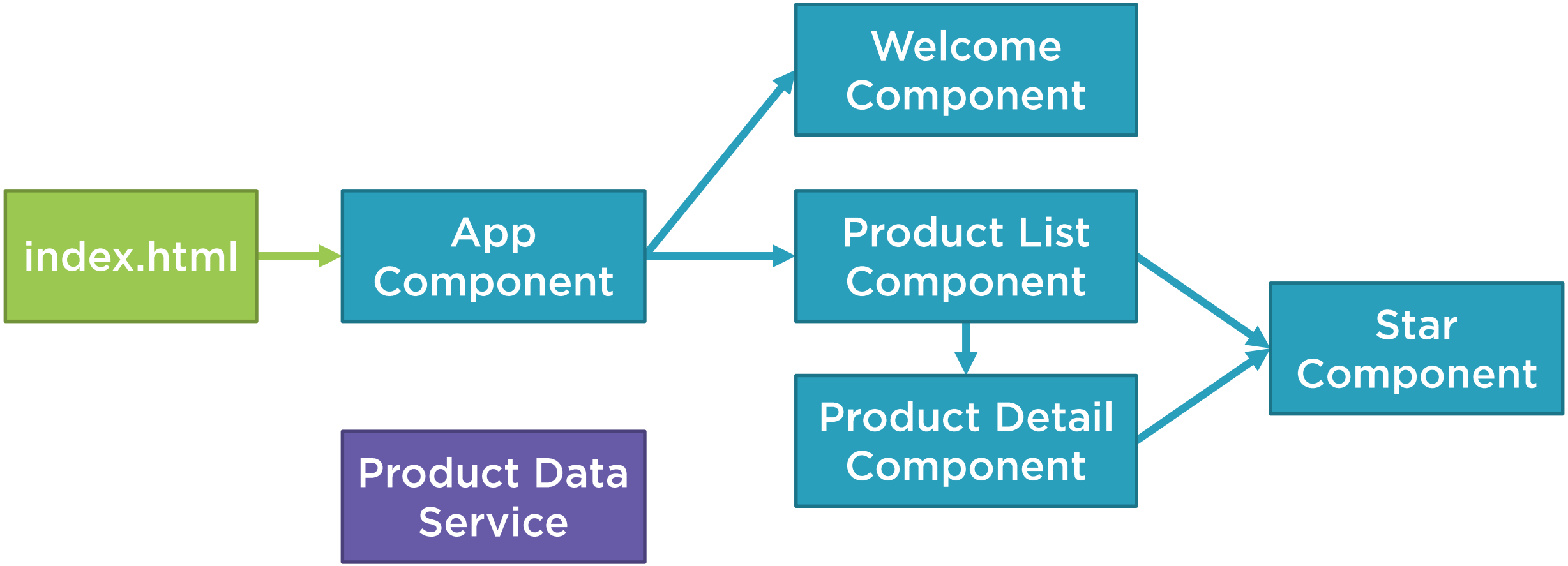


https://github.com/DeborahK/Angular2-GettingStarted

Demo

Sample Application in Action

Sample Application Architecture



Course Outline

First Things First

Introduction to Components

Templates, Interpolation, and Directives

Data Binding & Pipes

More on Components

Building Nested Components

Services and Dependency Injection

Retrieving Data Using Http

Navigation and Routing

Angular Modules