Angular: Getting Started

INTRODUCTION



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Angular Is ...



A JavaScript framework

For building client-side applications

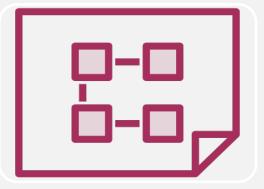
Using HTML, CSS and JavaScript



Why Angular?





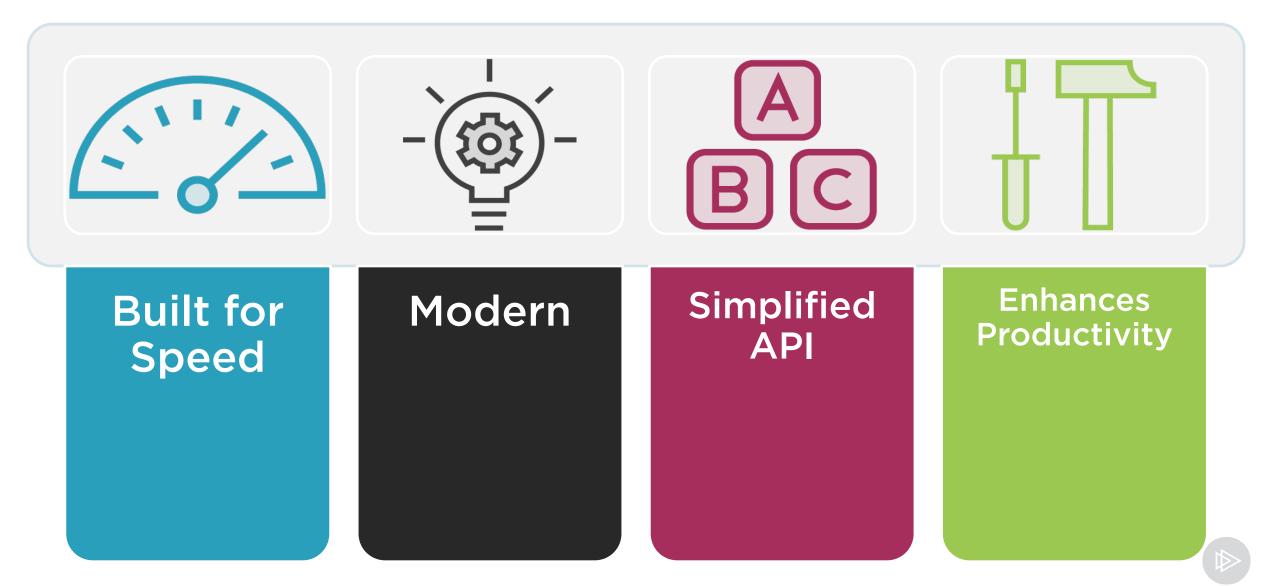




Expressive HTML

Powerful Data Binding Modular By Design Built-in Back-End Integration

Why a New Angular?



Module Overview



Anatomy of an Angular Application

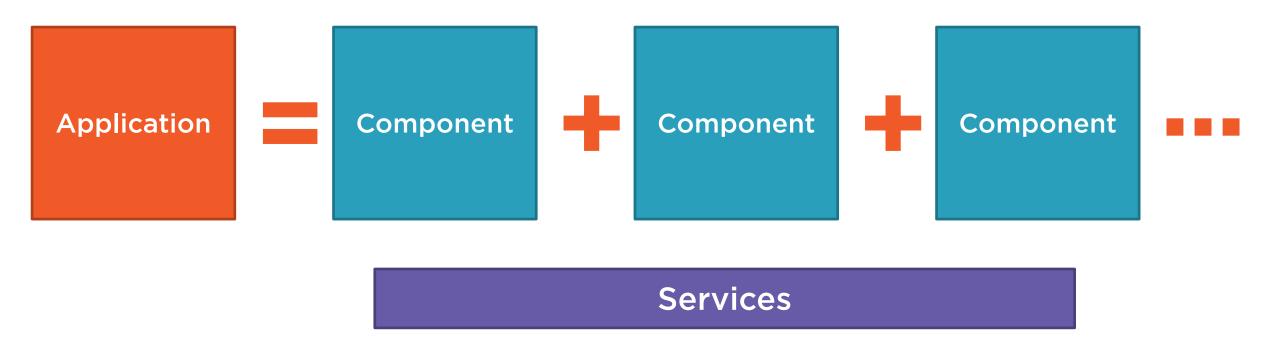
Getting the Most from This Course

Sample Application

Course Outline

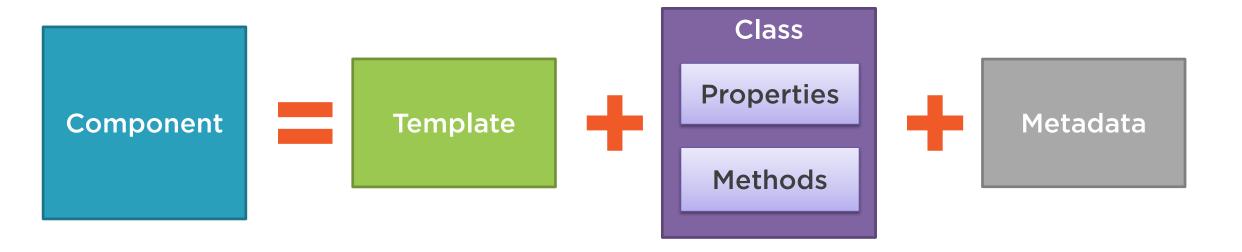


Anatomy of an Angular Application



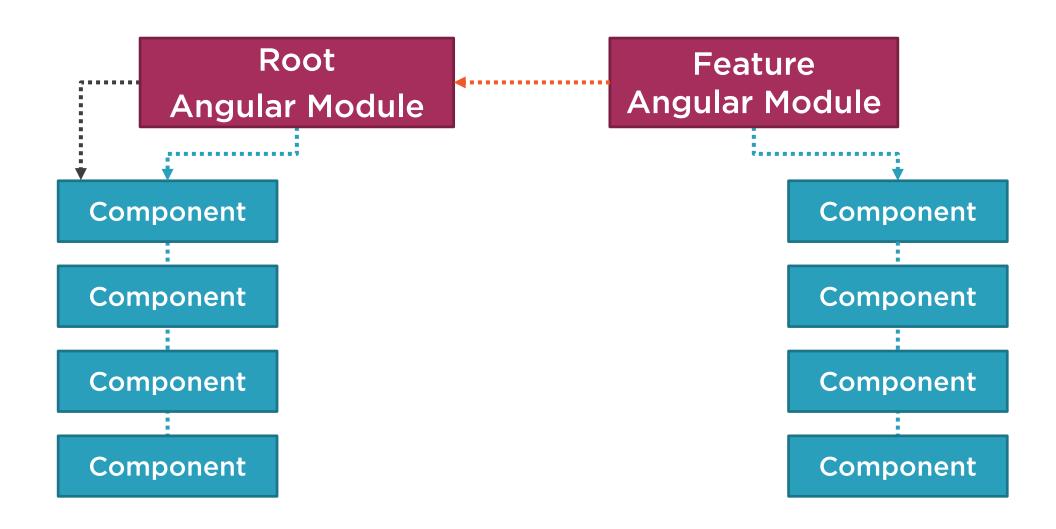


Component





Angular Modules





Prerequisites

Required

- JavaScript
- HTML
- CSS

Helpful

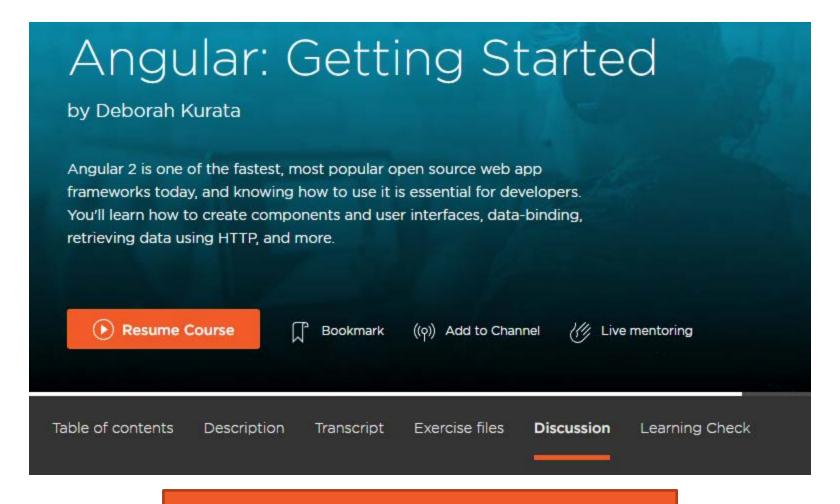
- Object-oriented programming
 (OOP) concepts
- C++, C#, Java, ...

Not Required

- Prior knowledge of Angular
- Prior knowledge of TypeScript



Thoughts? Comments? Questions?







Blog Post

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

Deborah's Developer MindScape

"Angular: Getting Started" Problem Solver

This blog post supports the sample code for the "Angular: Getting Started" course on Pluralsight, identifying common issues along with their solutions.



Checklist



Review module concepts

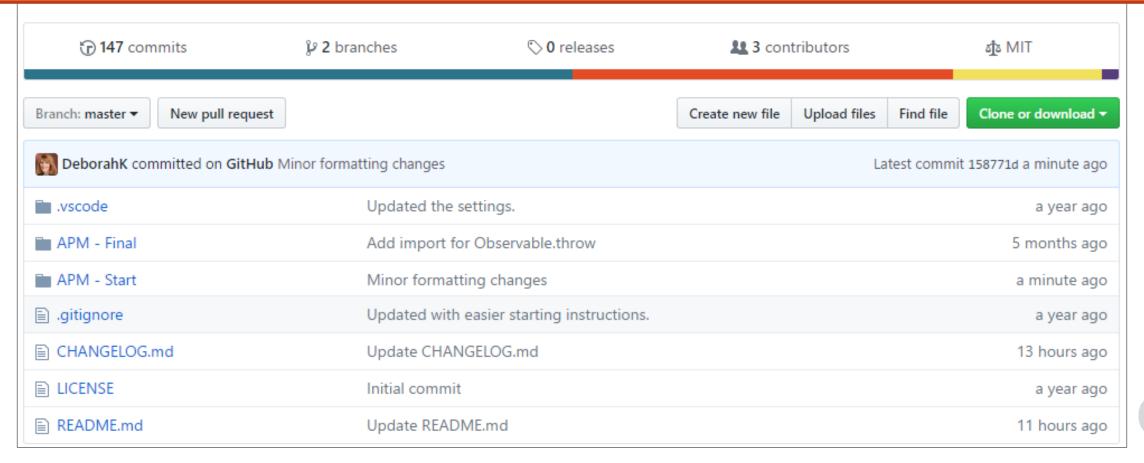
Code along assistance

Revisit as you build



GitHub Repository

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





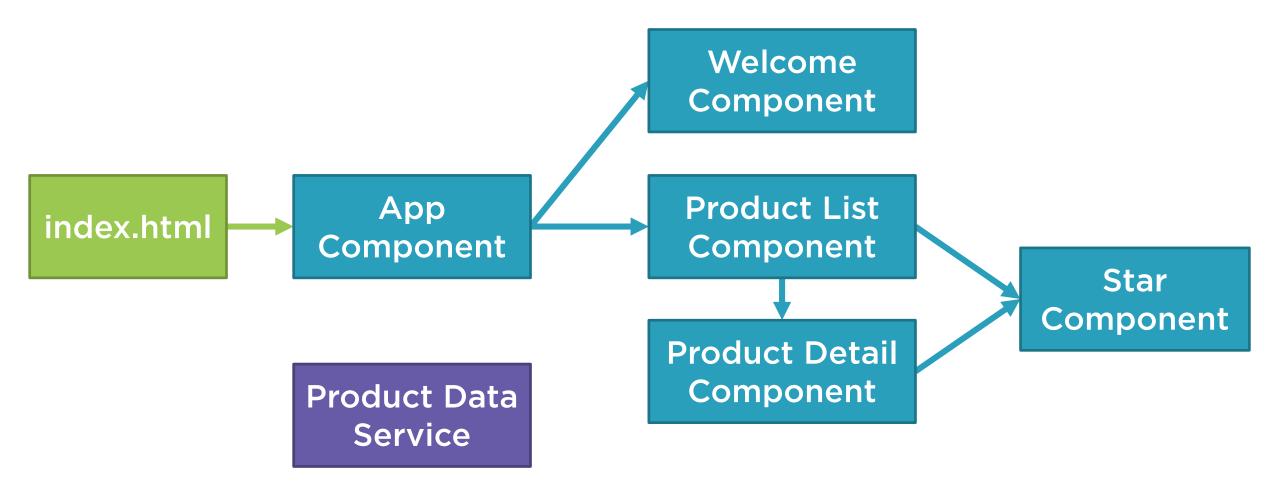
Demo



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

Building, Testing and Deploying with the CLI

