

COURSE NAME

Angular

LAB SETUP

<u>Hardware</u>

Minimum 4 GB Machines

So<u>ftware</u>

Visual Studio Code to be installed Chrome Browser required Node JS Latest Version to be installed

Open Internet connectivity

DURATION

5 Days

COURSE CURRICULM

1. Working with ES6 Features

- a. Working with Arrow Functions
- b. Working with "let" and "const"
- c. Understanding Spread and Rest Operators
- d. Understanding the "yield" keyword
- e. Working with Generators
- f. Working with ES6 Export and Imports
- g. Working with Classes in JavaScript
- h. Working with Promises
- i. Working with Arrays
- j. Working with New Data Types: Enum, Tuples
- k. Working with "for-of" and "for-in"
- I. Working with Functions

2. Working with TypeScript

- a. Understanding JavaScript Object-Oriented Architecture
- b. Working with TypeScript Classes
- c. Public and Private Access Modifiers
- d. Inheritance in TypeScript
- e. Working with Generics
- f. Understanding TypeScript Interfaces
- g. TypeScript to JavaScript Equivalent

springpeople

3. Getting Started with Angular

- a. Setting the Environment
- b. Setting up an Angular Application
- c. Installing an Angular Application
- d. Running an Angular Application
- e. Adding Bootstrap to Angular

4. Introduction to Components

- a. What Is a Component?
- b. Creating the Component Class
- c. Defining the Metadata with a Decorator
- d. Understanding Different Component Decorators
- e. Adding Style Urls
- f. Adding Template String
- g. Adding Global Styles to Component
- h. Adding Bootstrap for Styling

5. Templates, Interpolation, and Directives

- a. Building a Template File
- b. Using a Component as a Directive
- c. Binding with Interpolation
- d. Adding Logic with Directives: nglf
- e. Adding Logic with Directives: ngFor
- f. Creating Custom Structural Directives

6. Data Binding & Pipes

- a. Property Binding
- b. Handling Events with Event Binding
- c. Handling Input with Two-way Binding
- d. Transforming Data with Pipes

7. Components, Interfaces, and Lifecycle Hooks

- a. Defining Interfaces
- b. Encapsulating Component Styles
- c. Using Lifecycle Hooks
- d. Building Custom Pipes
- e. Filtering a List of Data

8. Working with Nested Components

- a. Building a Nested Component
- b. Using a Nested Component



- c. Passing Data to a Nested Component Using @Input
- d. Passing Data from a Component Using @Output

9. Services and Dependency Injection

- a. Building a Service
- b. Registering the Service
- c. Injecting the Service

10. Retrieving Data Using HTTP

- a. Observables and Reactive Extensions
- b. Sending an HTTP Request
- c. Exception Handling
- d. Subscribing to an Observable

11. Working With Single Page Application

- a. Understanding Client-Server Architecture
- b. Advantages of Single Page Application
- c. Disadvantages of Single Page Application
- d. Understanding Use Cases for Single Page Applications

12. Navigation and Routing Basics

- a. How Routing Works
- b. Configuring Routes
- c. Tying Routes to Actions
- d. Passing Parameters to a Route
- e. Activating a Route with Code
- f. Protecting Routes with Guards

13. Working with ViewChild and ViewChildren

- a. Working with ViewChild
- b. Using ViewChildren
- c. ViewChild and Angular Forms

14. Working with ContentChild and ContentChildren

- a. Working with ContentChild
- b. Using ContentChildren
- c. Understanding Host Element Binding

15. Communicating with a Child Component

- a. Building Child Components
- b. Parent to Child Communication
- c. Input Property
- d. Watching for Changes
- e. Template Reference Variable



16. Working with Forms

- a. Creating Forms
- b. Two Way binding Angular Components
- c. Validating Angular Forms
- d. Working with Reactive Forms

17. Communicating Through Observables

- a. Understanding Observables
- b. Working with Subjects
- c. Angular Communication with Subjects

18. Prefetching Data Using Route Resolvers

- a. Providing Data with a Route
- b. Using a Route Resolver
- c. Building a Route Resolver Service
- d. Resolver Error Handling
- e. Adding a Resolver to a Route Configuration

19. Authorization and Authentication

- a. Understanding Authorization and Authentication
- b. Adding Authorization and Authentication to Angular Pages

20. Lazy Loading Components

- a. Building and Serving Our Files
- b. Preparing for Lazy Loading
- c. Lazy Loading
- d. CanLoad Guard
- e. Preloading Feature Modules
- f. Custom Preloading Strategy
- g. Virtual Scrolling of List

21. Building and Deploying with the CLI

- a. Angular CLI Overview
- b. Working with Angular Build
- c. Deploying build to Apache Servers

22. Working with Angular CLI

- a. Commands for Angular Application Creation
- b. Generating and Customizing Applications
- c. Configuring Angular CLI
- d. Common Application Generations Flags
- e. Generating Angular Components with CLI



23. Working with Test Cases and Sonarqube

- a. Testing Angular Components
- b. Understanding Sonar Cube
- c. Integrating Sonarqube

24. Other Topics

a. Migrating Angular Code