
Table of Contents

Introduction	1.1
Table of Content	1.2
Implementing Authentication in Angular Applications	1.3

Angular 2 - Design Patterns

Preface

A design pattern is a solution to a commonly occurring problem. It isn't a finished piece code. It is just a template for how to solve a problem, that is usable in different situations.

Design patterns are well test. They combine experience of 100's of developers. Design patterns speed up the development process. Software developers need to considering issues that may not become visible until later stages. Design patters help void these issues.

In this book we will explore design patterns used to build angular 2 applications.

Target Audience

This book is for professional developers wishing to improve their knowledge of Angular 2. It assumes a basic level of understanding about angular 2 framework. Each pattern provides it's own list of prerequisites.

If you would like to learn how to write beautiful, structured and organized code, I believe this is the book for you.

Acknowledgments

A shout out to the community. The knowledge and enthusiasm they brought to the project was simply amazing. Technical blogs are also a regular source of both ideas and inspiration and I really think you check them out.

I would like to thank my wonderful mom Seema Sharma. For all the support and good food :) she provided while i was working on this book.

Credits

Some patterns provided here are out of my own experience, but most of them are an observation of some one else. Lots of developer have worked on different patterns. I have provided links to each of them in references section.

Lastly, If i have missed someone i am very sorry. Please contact me, i will defiantly add you to the list.

First Chapter

GitBook allows you to organize your book into chapters, each chapter is stored in a separate file like this one.

Implementing Authentication in Angular Applications