

Angular



Introduction

```
>hello  
world
```

Angular

- Why
- What
- Next 2 days



Angular

Without Angular momentum, there can be no Universe



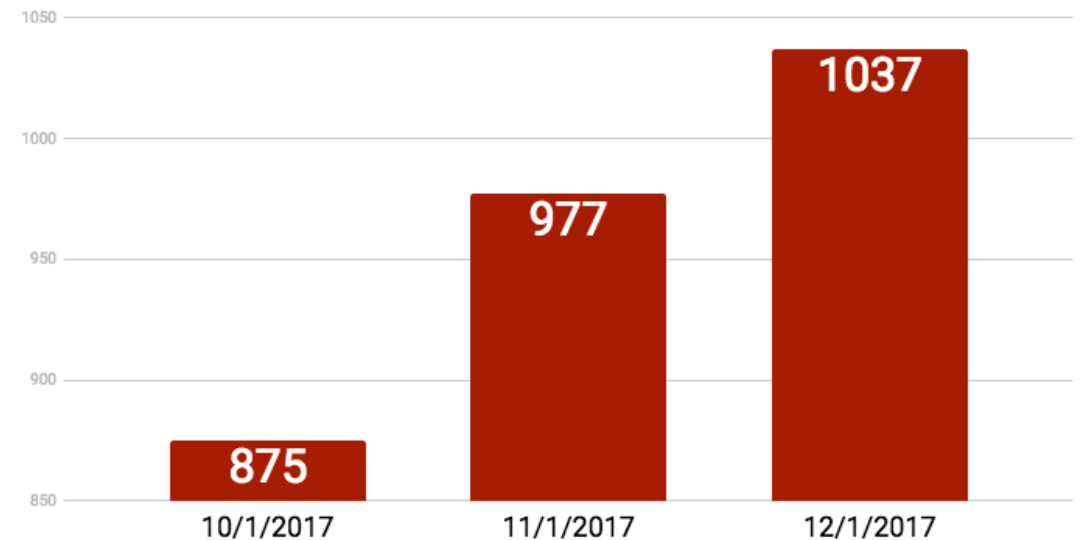
Angular

**Provide a structure to compose you application technically,
functionally and logically**

Provide tooling to easily create an engaging user experience

Why Angular

- Improve Developer Experience
- Webstandards
- Small and quick
- Active community
- Platform



Angular - platform

Forms	CLI	Schematics
Routing	IDE Support	Bazel
HTTP	Security	CDK
i18n	PWA	Elements
Animation	Universal	& more!
Angular Material		

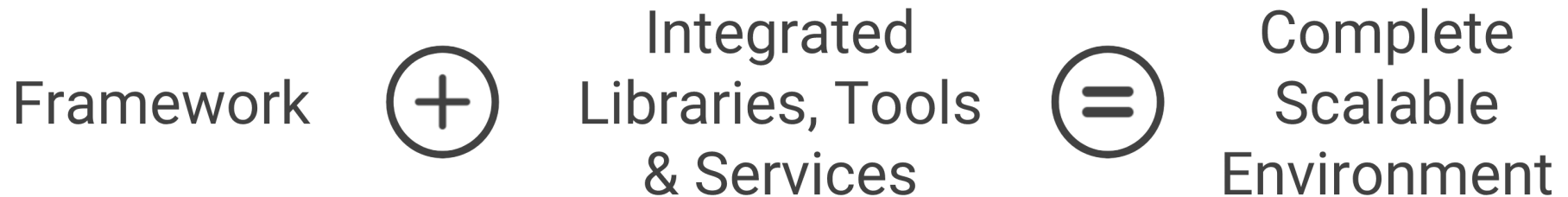
Angular - external resources

UI Components



Angular ideals

- Stay up to date
- Performance
- Mobile first
- Testable

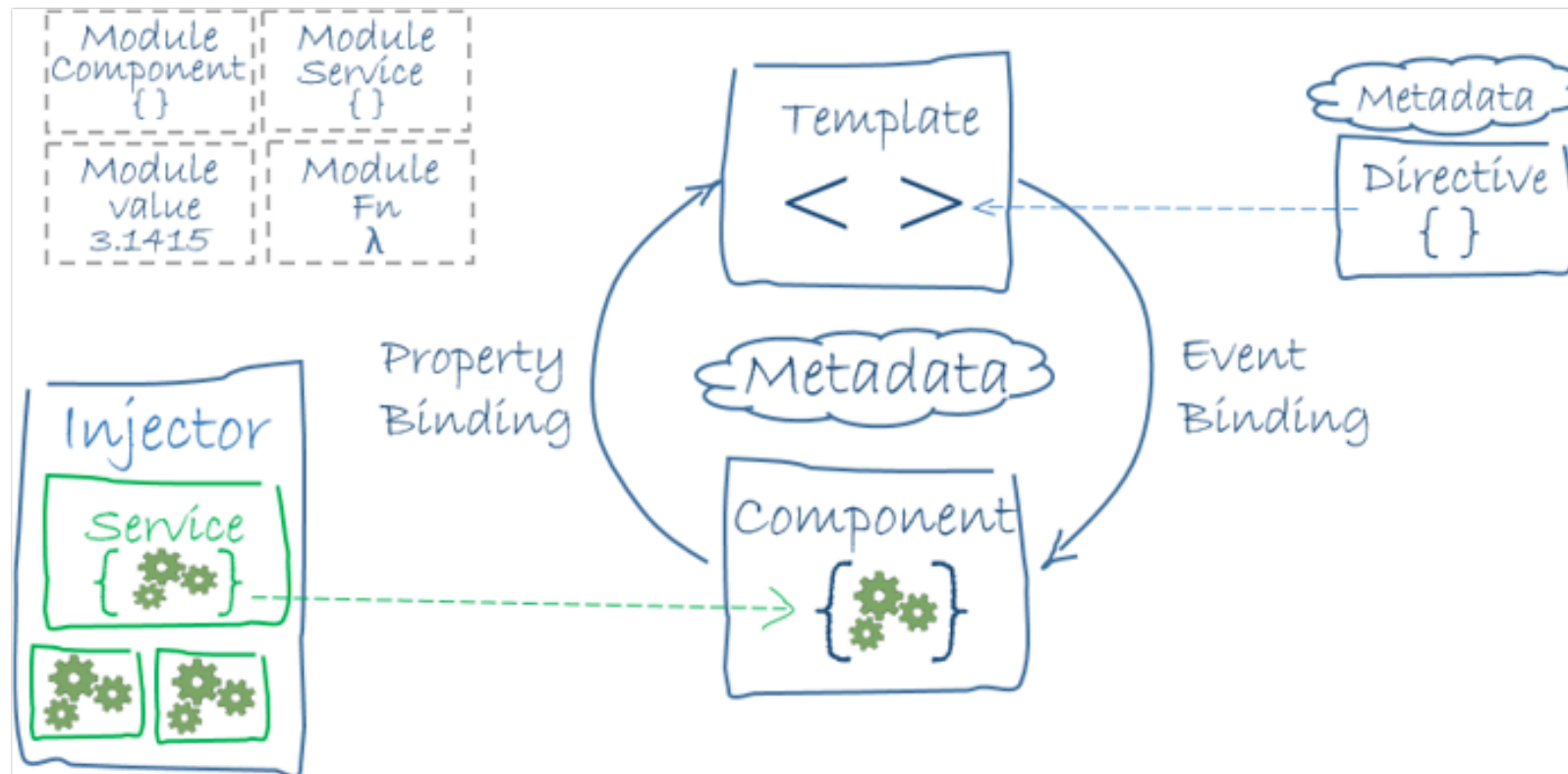


Angular

- Why
- What
- Next 3 days

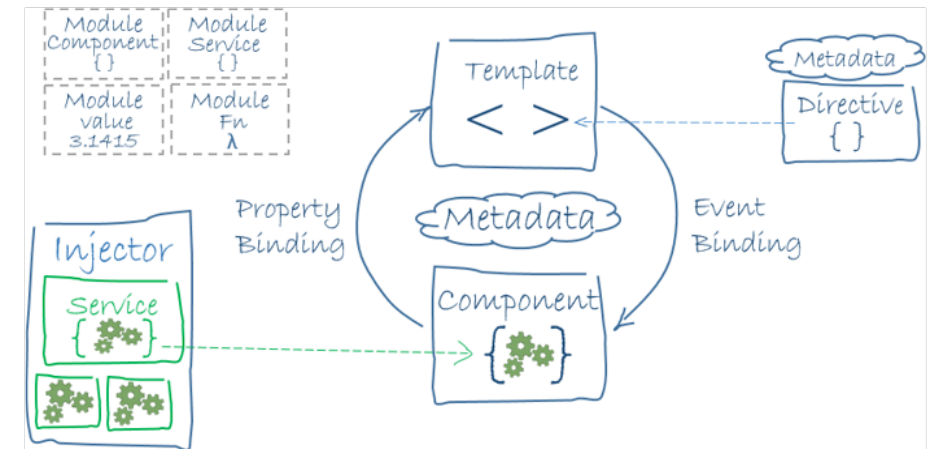


What is Angular?



What does Angular do?

- Bind Classes <-> Templates
- Run Change Detection
- Dependency Injection
- Provide First Class Modules



Angular

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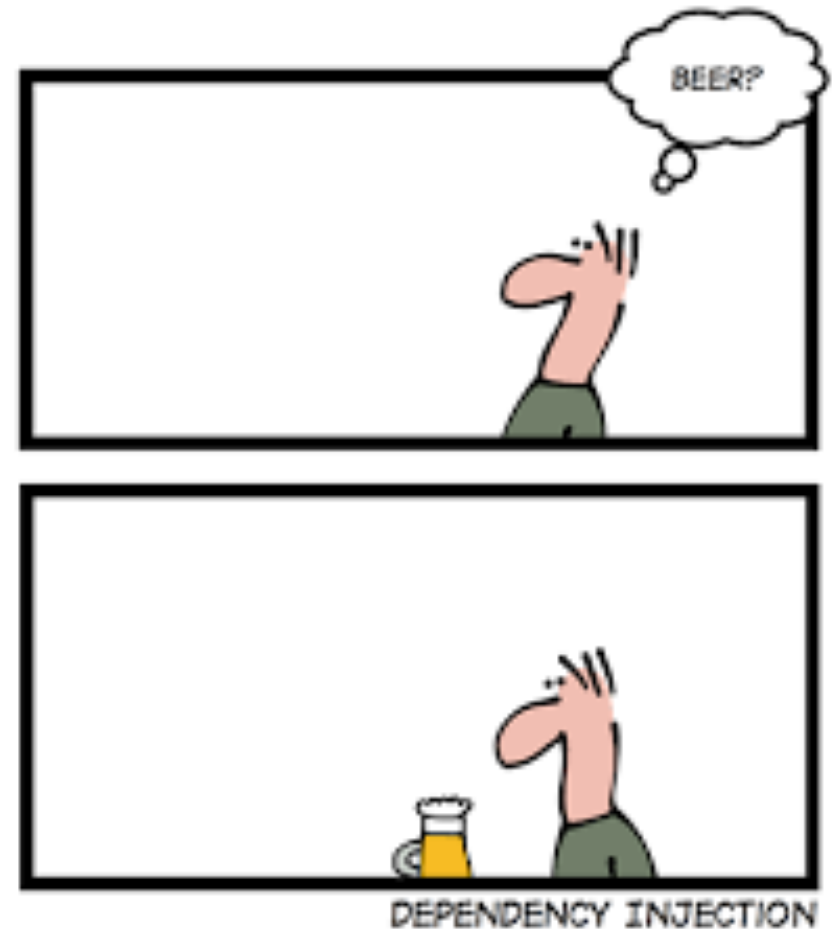
Day 1

- Introduction Angular
- Modules & Components
- Template Syntax



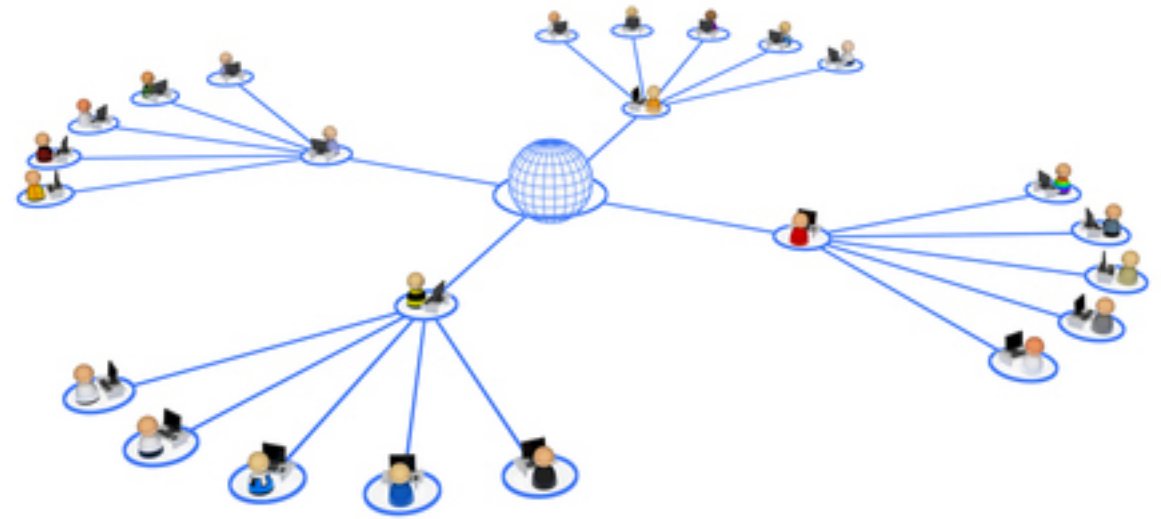
Day 2

- Dependency Injection
- Testing
- Forms



Day 3

- Routing
- RxJS
- Libraries



During each day

- Theory
- Live coding
- Assignment: BookShop

