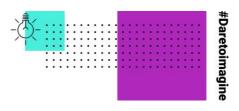
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Advanced Typescript and design patterns

Instructor: Danny Vernovsky, Asaf Naori

Length: 16 Hrs

Target audience: Developers

Prerequisites: typescript, javascript, OOP

Content:

Chapter 1: (3.5 hours)

- 0. Intro align env download node, download tsc etc..
- 1. Generics general idea and generic constrains.

First exercise – make a function generic.

- 2. Decorators
 - a. How to use a decorator show examples for angular
 - b. How to create a costume decorator deferent decoration types.
 - c. Reflection meta data **Chapter 4: (3.5 hours)** show example.

second exercise: create the "injectable" decorator -

Chapter 2: (3.5 hours)

- 3. Advanced typing:
 - a. Utility types
 - b. Conditional types
 - c. Mapped types

Chapter 3: (3.5 hours)

- d. Costume created types (advanced)
- 4. Typescript tricks
- 5. OOP intro OOP principles (encapsulation, abstraction, inheritance, polymorphism) SOLID, UML

- 6. Creational patterns
- 7. Behavioural patterns Structural patterns