

Angular Architecture and Best Practices

INTRODUCTION



Dan Wahlin

WAHLIN CONSULTING

@danwahlin www.codewithdan.com



Module Overview



Prerequisites to maximize learning

Key concepts and learning goals

Sample application and software requirements

Course overview



Prerequisites to Maximize Learning



Course Prerequisites

TypeScript

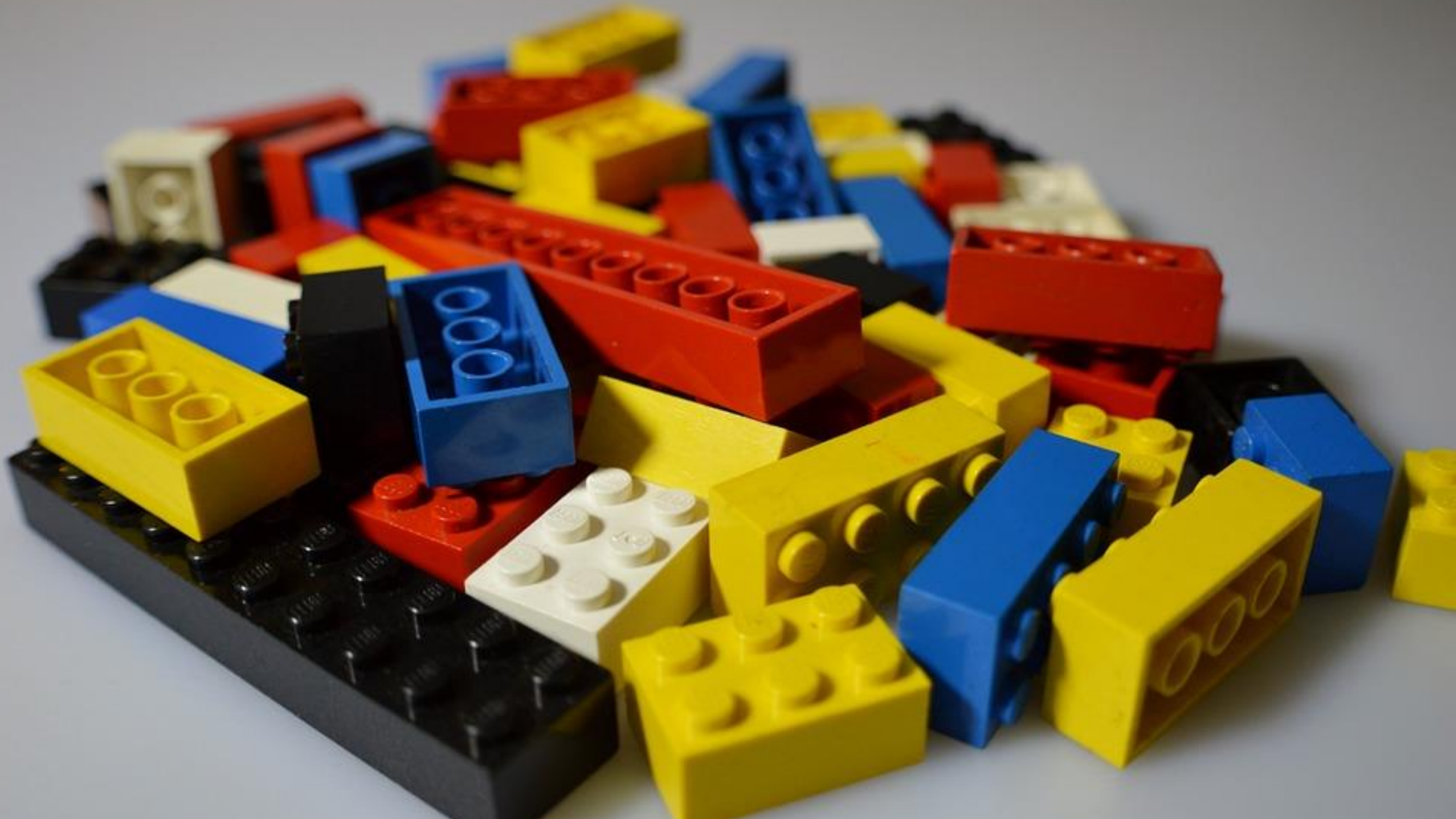
Angular

Angular CLI



Key Concepts and Learning Goals







Planning

RxJS concepts

Structuring projects

Communication

State management

Best practices



Angular



Key Concepts



Structuring modules

Organizing components

Custom libraries

Component communication techniques

RxJS

Managing state

Custom decorators, pipes, and more



What's the "Right" Way?



KEEP



IT



SIMPLE



KEEP

IT

SIMPLE



Sample Application and Software Requirements



Source Code Link

[**https://github.com/DanWahlin/Angular-Architecture**](https://github.com/DanWahlin/Angular-Architecture)

[**https://github.com/DanWahlin/Angular-JumpStart**](https://github.com/DanWahlin/Angular-JumpStart)



Software Requirements



Node.js

<https://nodejs.org>



Angular CLI

<https://cli.angular.io>



VS Code

<https://code.visualstudio.com>
(Any editor can be used)



Course Overview



Course Overview



Planning the application architecture

Organizing features and modules

Structuring components

Component communication

State management

Additional considerations

Course summary

