

Monday & Tuesday: Practice - To Do List,Flash Cards

Goal: Over the course of the last two days, you have learnt how to create a basic application using Angular, including the file structure, components, property binding, event emitting, directives, and pipes. Take this time to familiarize and solidify your understanding of these concepts.

Code

Goals

First, follow along with the Monday and Tuesday lessons, creating the Goals application.

Only after you have completed the lessons and understand how an Angular application is built, move on to practice your skills further with the next projects.

To Do List

Create a to-do list application in Angular. Just like we did in our Goals application, you will have to hard code your Task objects. For now, your Task object should have properties such as name and description.

Flash Card

You have learnt a lot since you start this journey of becoming a Programmer. Wouldn't it be really cool if you could have somewhere to record all the new programming vocabularies (and their explanations) that you have encountered?

Once you finish creating the to-do list project above and feel comfortable about the concepts you learnt so far, you can challenge yourself further and create a flashcard app. A flashcard app is a site where you create cards that contain new words you learnt and their explanations.

Follow along with the lessons you've covered so far and add functionality similar to the Goals app with the following user stories as your guide:

1. As a user, I would like to see the title of each flash card
2. as a user, I want to be able to click on the card's title to see it's explanation/detail.
3. As a user, I want to be able to hide a card detail when am done viewing them.