

1. **Data Binding:** In this exercise, you'll create a form with some fields (like name, email, etc.) and display the form values elsewhere on the page as you type. This will help you understand how data binding works in Angular.
2. **Directives:** Directives are a way to add behavior to elements in your templates. In this exercise, you'll create a list of items and a button that shows/hides the list when clicked. This will help you understand how to use directives like `*ngIf` and `*ngFor`.
3. **Demonstrate parent-child and child-parent interactions:** Parent-child interactions are essential for building complex Angular applications. This exercise will teach you how to pass data between components and how to handle events from child components.
4. **Components:** Components are the building blocks of Angular applications. In this exercise, you'll create multiple components and pass data between them. This will help you understand component interaction in Angular.
5. **Services:** Services are a great way to share data and behavior across components. In this exercise, you'll create a service that fetches data from a public API (like the JSONPlaceholder API) and use it in your components.
6. **Routing:** Routing allows you to navigate between different parts of your application. In this exercise, you'll create multiple components and set up routes to navigate between them.
7. **Forms:** Angular provides two ways to work with forms: template-driven and reactive. In this exercise, you'll create a form using both approaches and add validation to the form fields.
8. **Pipes:** Pipes are a way to transform data in your templates. In this exercise, you'll use built-in pipes to format data and try creating a custom pipe.
9. **HTTP Client:** Nationality Game, using the <https://api.nationalize.io/> create this microgame, where you add a person's name and return person's nationality, example of use <https://api.nationalize.io/?name=nathaniel>