Angular: Getting Started

Introduction



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WHERE?

WHEN?

WHY?

HOW?

Angular Is ...

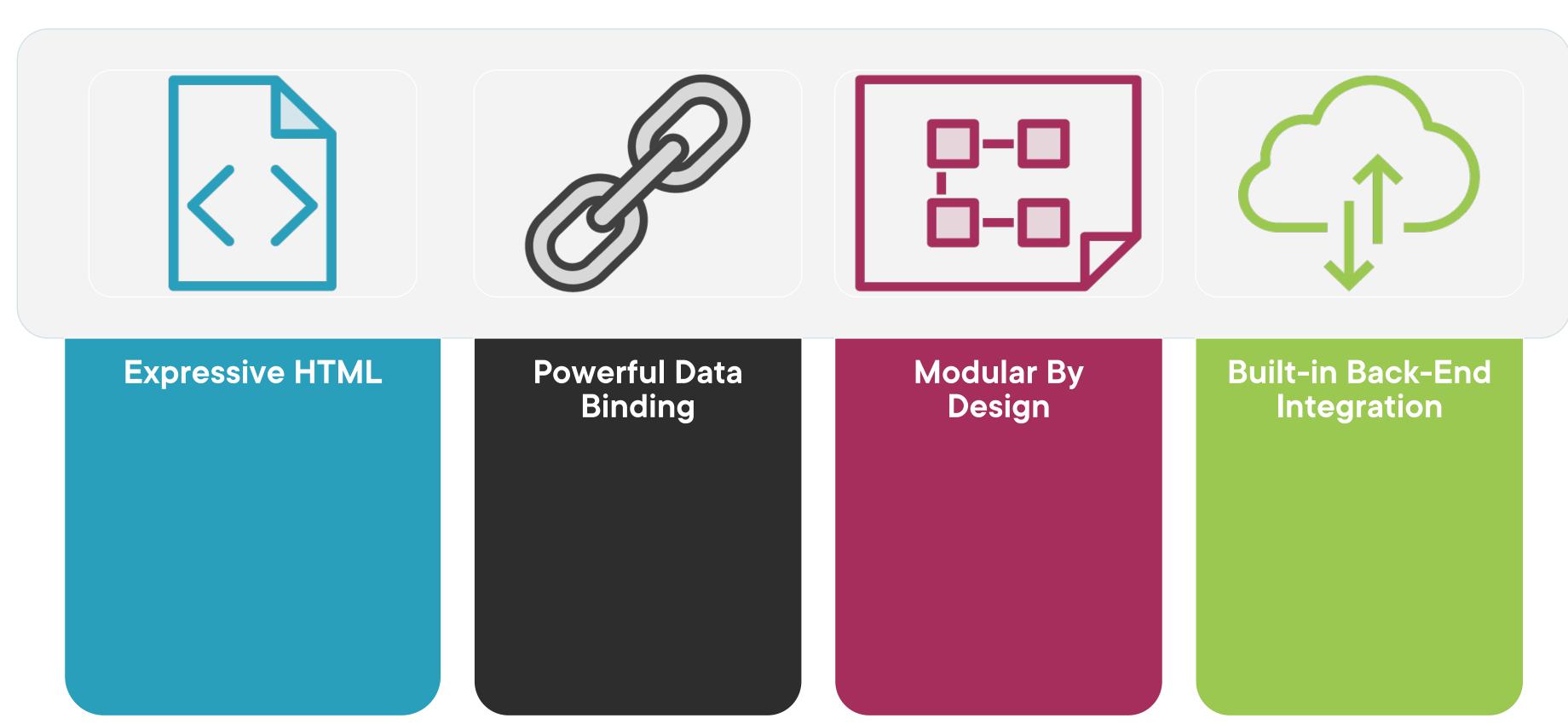


A JavaScript framework

For building client-side applications

Using HTML, CSS and TypeScript

Why Angular?



Module Overview



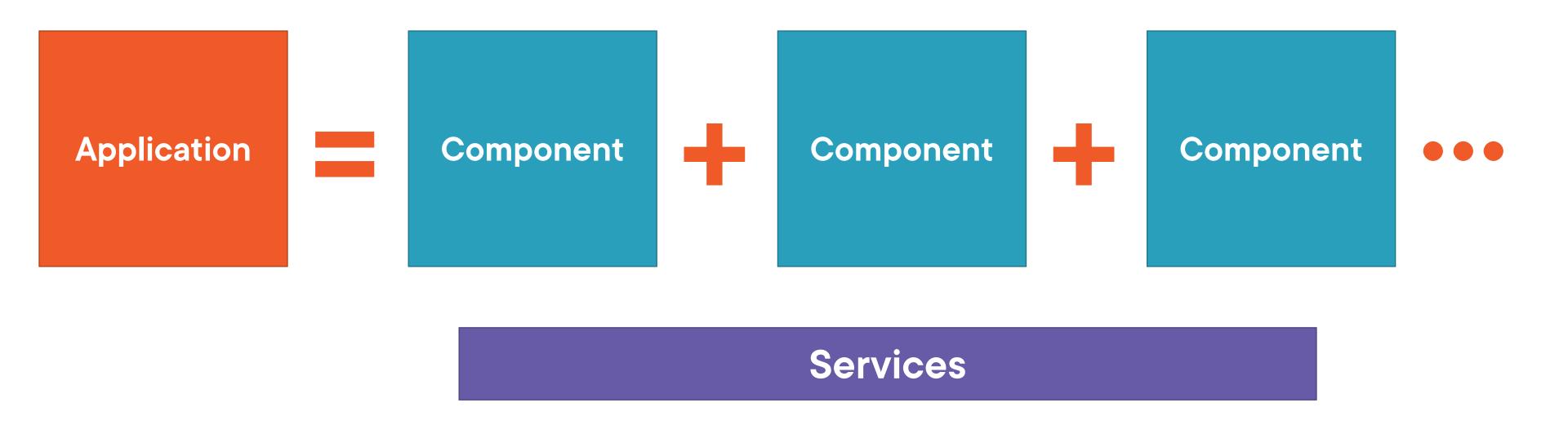
Anatomy of an Angular application

Getting the most from this course

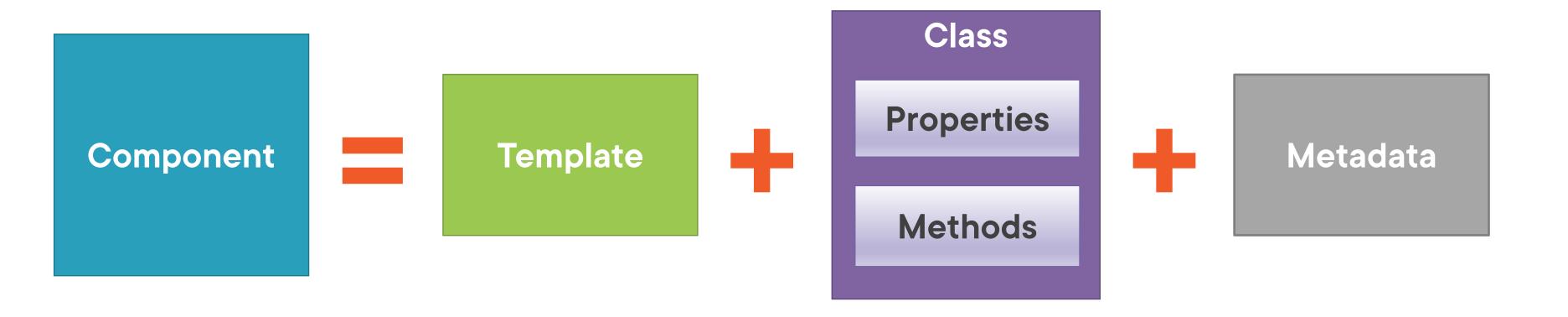
Sample application

Course outline

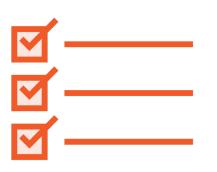
Anatomy of an Angular Application



Component



Prerequisites



Required

- JavaScript basicsHTML basics



Helpful

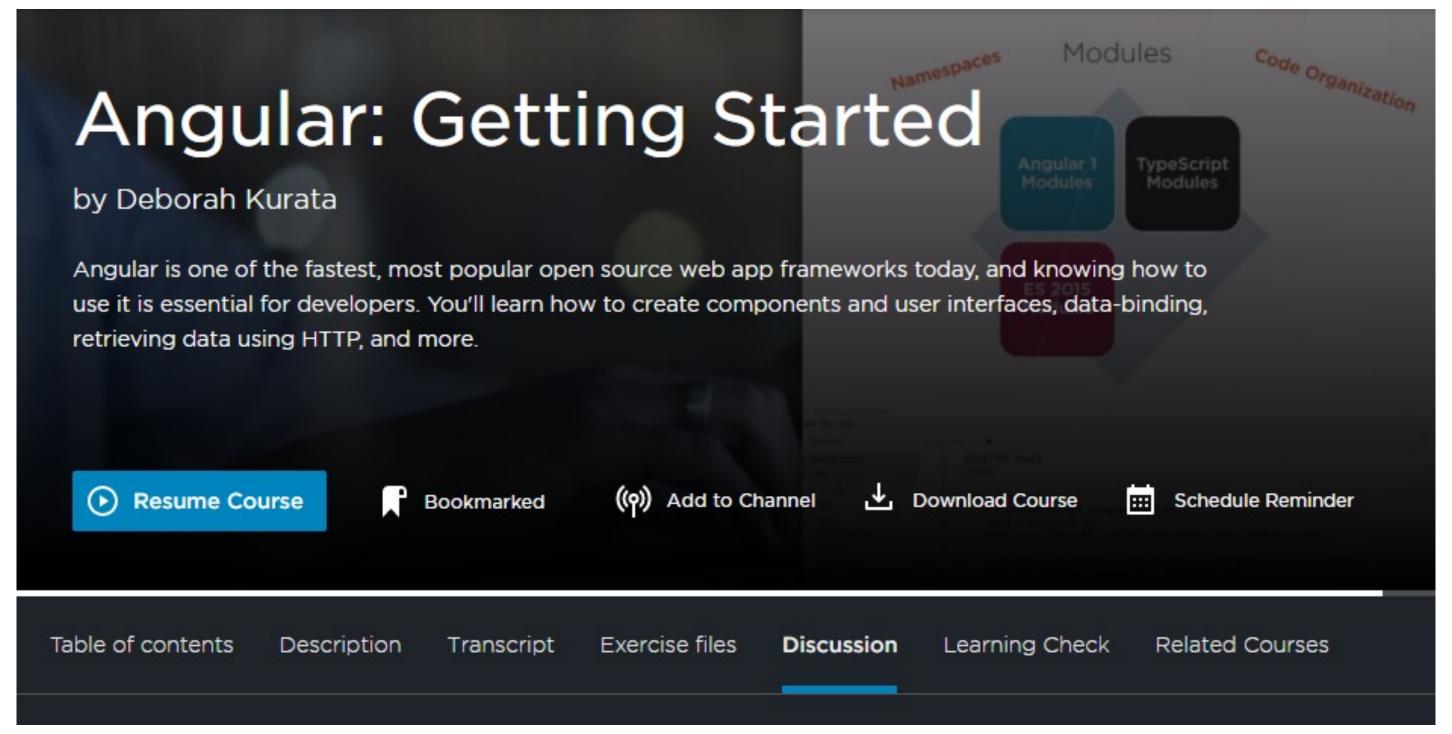
- Object-oriented programming (OOP) concepts
- C++, C#, Java, ...



Not required

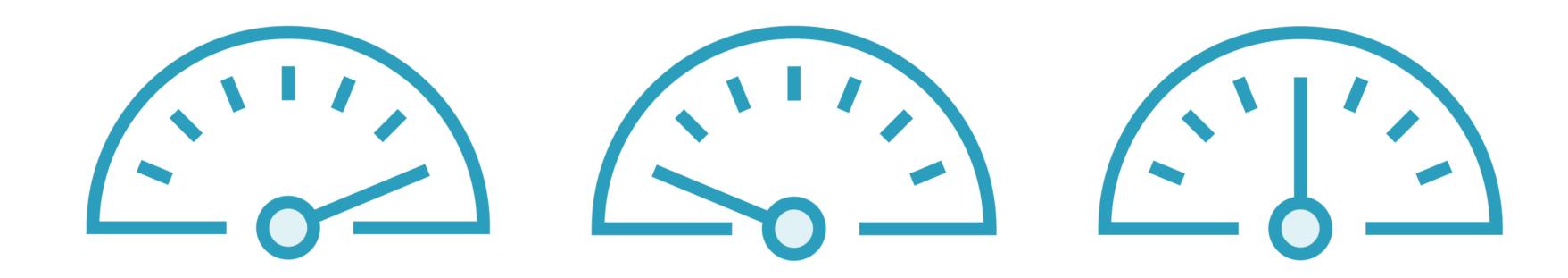
- Prior knowledge of Angular
- Prior knowledge of TypeScript

Thoughts? Comments? Questions?



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Adjust the Speed



Too fast?

Or too slow?

Just Right

Checklist

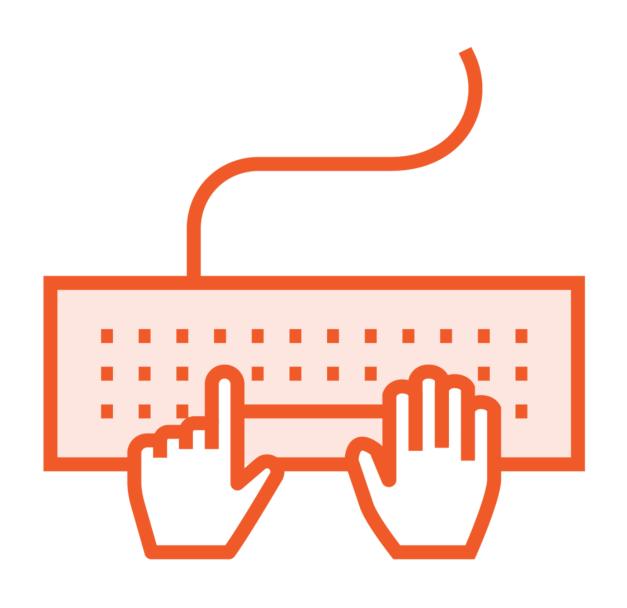


Review module concepts

Code along assistance

Revisit as you build

Coding Along



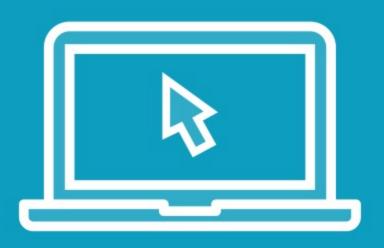
Code along with the demos throughout this course

Not required

Helpful for practicing what you learn

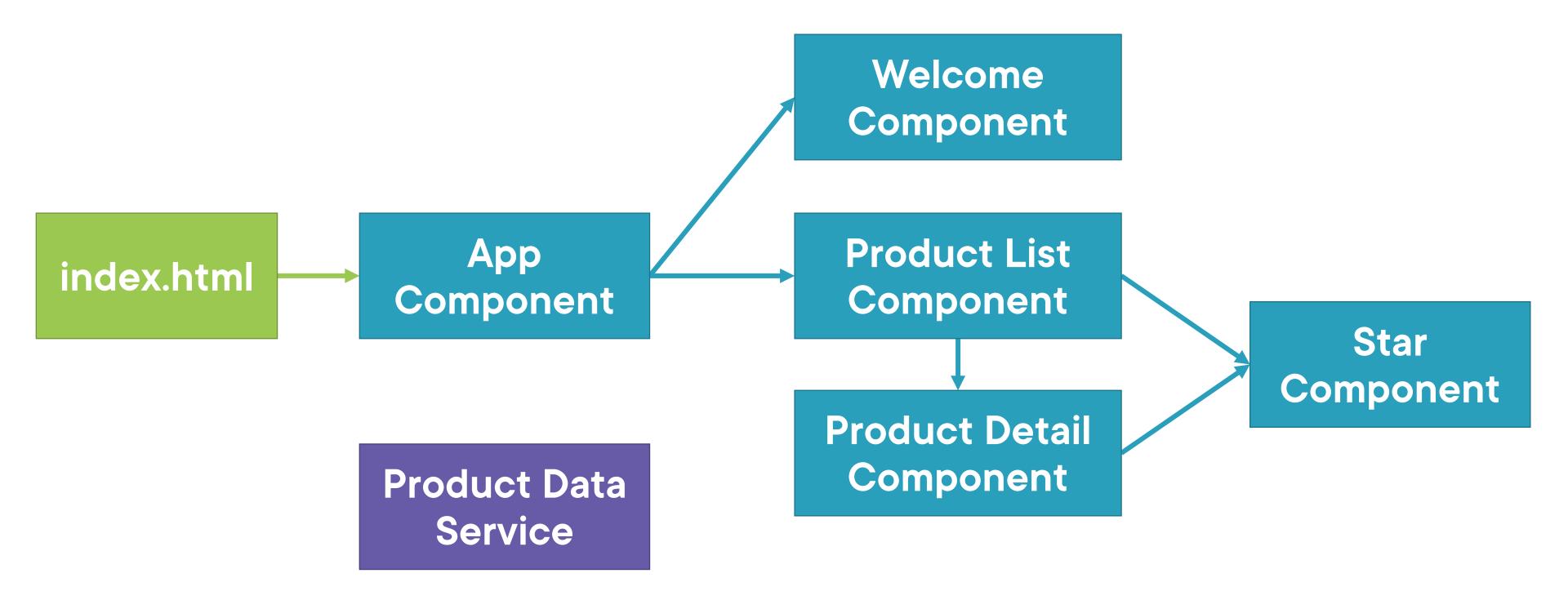
You'll have a working sample application

Demo



Sample application in action

Sample Application Architecture



Course Outline



First Things First

Introduction to Components

Templates, Interpolation, and Directives

Data Binding & Pipes

More on Components

Building Nested Components

Services and Dependency Injection

Retrieving Data Using HTTP

Navigation and Routing

Angular Modules

Building, Testing and Deploying with the CLI



Coming up next ...

First Things First