Angular

Introduction



Section Overview

- Who am I?
- What is Angular?
- Angular app architecture
- Getting most from this course

Who am I?

Benjamin Longearet

- An enthousiastic developer
- CTO & Co-founder @EliumTV (2016)
- Frontend director @Teads (2011)
- Webdev since 1998







firehist

What is Angular?



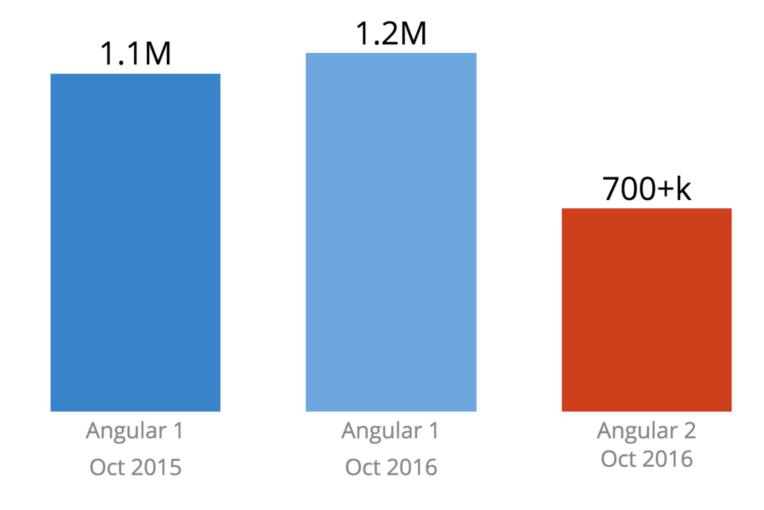
What is Angular?

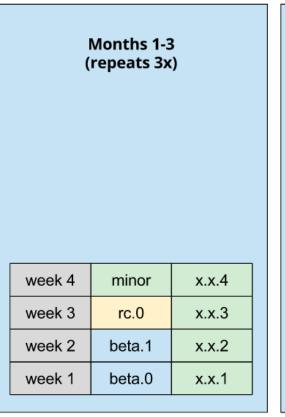
Angular is

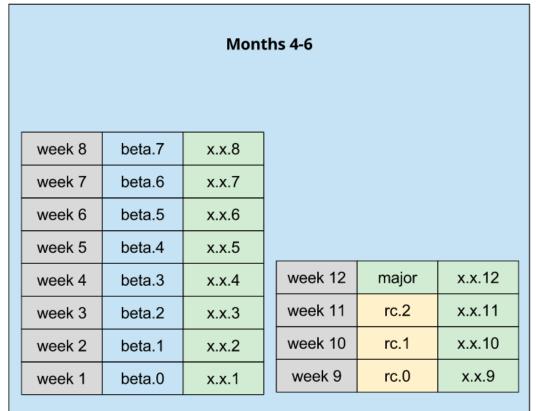
- An open source JavaScript platform which simplifies binding code between JavaScript objects and HTML UI Element
- Actual version is 2.4.9
- Using HTML, CSS & JavaScript (TypeScript)









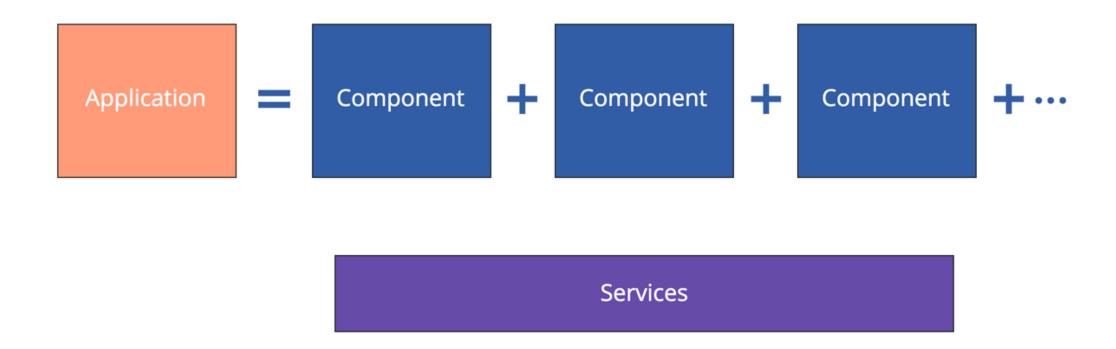


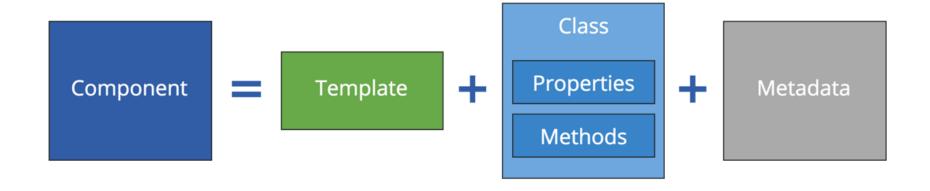
The diagram above doesn't contain info about skipped releases due to events/holidays, or unscheduled releases due to unintended breaking changes or important events.

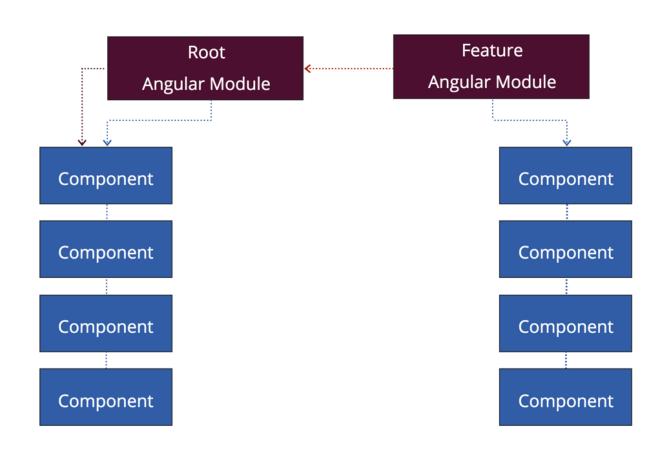
- Integrated into Google master repo
- Separation of concerns
- Dependency Injection
- Lots of built-in and open source directives
- Robust routing support
- Mobile & Web
- Build with testability in mind
- Reactive programming

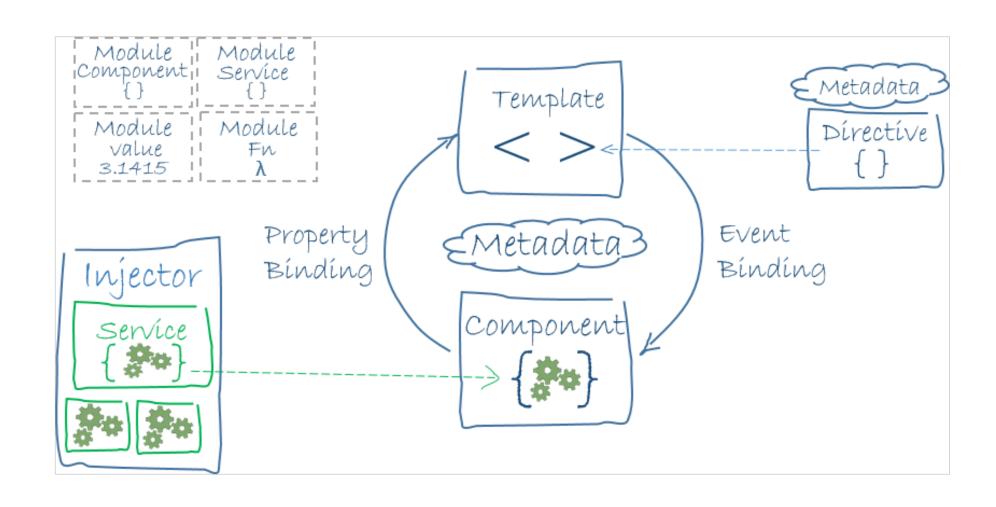
Module Overview

- Architecture of an Angular Application
- Getting the most from this course
- Sample Application
- Course Outline









Getting the most from this course

Required

- Javascript
- HTML
- CSS

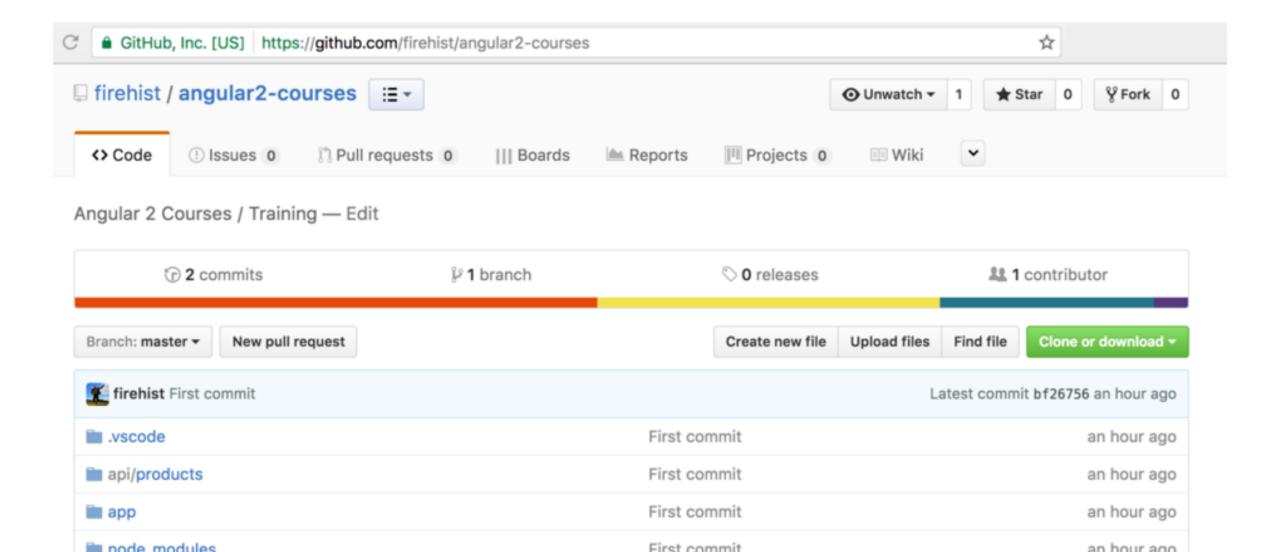
Helpful

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

Not Required

- Prior knowledge of Angular
- Prior knowledge of TypeScript

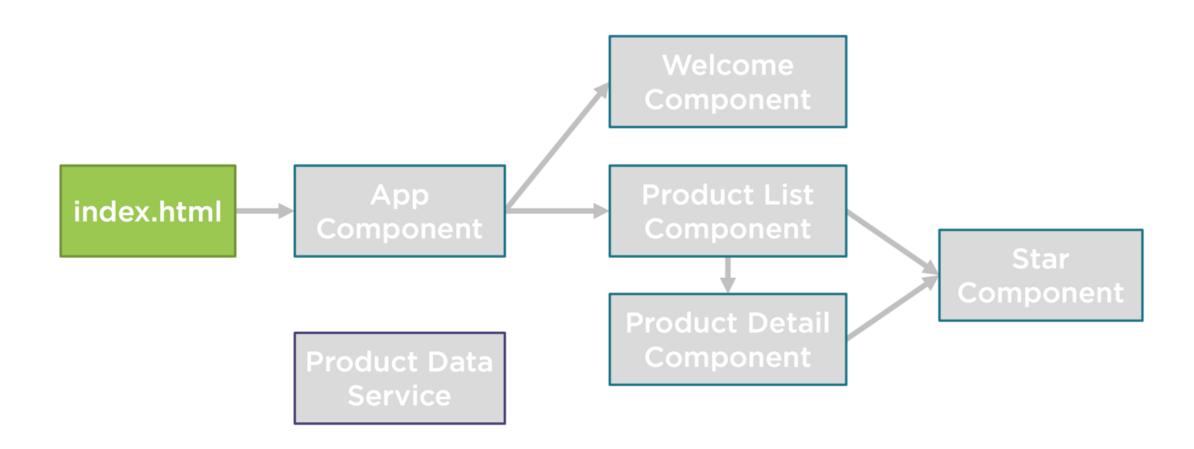
Getting the most from this course



Demo time



Application Architecture



Course overview

- Start at the beginning
- TypeScript
- Introduction to Components
- Templates, Interpolation and Directives
- Data Binding and Pipes
- More on components
- Building Nested components
- Services and dependency injection

- Angular Forms
- Angular Animations
- Angular Modules
- Angular 2 Setup revisited
- Reactive programming
- Retrieving data using HTTP
- Unit testing with Jasmine and Jarma
- @ngrx/store