

Angular 6 Training Course Outline

Javascript review

- **Variables:** var and let
- Loose/strict equality, truthy/falsy
- **Arrays**
- **Objects**, JSON
- Copy by reference/value
- **Functions** and ES6 arrow functions
- **Functional** techniques: forEach, map, filter, reduce.
- **ES6** constants, destructuring, classes, modules, template literals.
- Typescript: Types, Interfaces, Classes, Generics

Exercise a-intro

- Create a **minimal** Angular app using the Angular CLI.
- The **structure** of an Angular app.

Exercise b-shop

- Iterate over an array using **ngFor**.
- Add a currency **pipe**
- Add a **(click) event**
- Conditionally display/style using **ngIf** and **ngClass**.

Exercise c-compose

- Angular components are **composable**.
- Using **ng generate** to add a new component.
- Pass **inputs** into a component.
- Emit **output** events from a component.

Exercise d-translate

- Convert a jQuery translation example into Angular

Exercise e-di

- Create a new **service** to read JSON data using HTTP.
- Connect the service to a component using Dependency Injection.

Exercise f-pipe

- Built-in Angular pipes
- Create a custom pipe.

Exercise g-observable

- Introduce Observables using JS
- Implement an Observable in Angular.

Exercise h-vote

- Use GET/PUT with HTTPClient to read/write to a Node server.

Exercise i-forms

- FormControls , FormGroup
- FormBuilder
- Validation
- Custom validation

Exercise j-router

- Define an Angular router.
- Route parameters
- Nested routes
- Guards.

Exercise k-lifecycle

- Working with component life cycle hooks
- Creating a stateful pipe with onDestroy.

Exercise l-game

- Working in teams, port a word game from plain JS to Angular.

Exercise m-testing

- Unit testing with Jasmine and Karma

Exercise n-directive

- Create a custom directive.
- Communicate between the directive and its parent component

Exercise o-redux

- Centralise state using the Redux pattern.

Exercise p-angular6

- Review new features of Angular 6

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