Angular: Getting Started

INTRODUCTION

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WHAT?
WHERE?
WHO?
WHEN?
WHY?
HOW?

Angular Is ...

A JavaScript framework

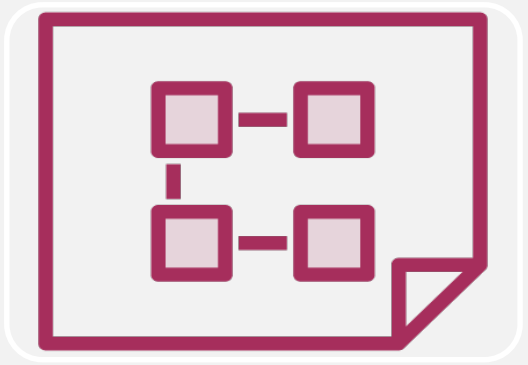
For building client-side applications

Using HTML, CSS and JavaScript

Why Angular?

Expressive HTML

Powerful Data Binding

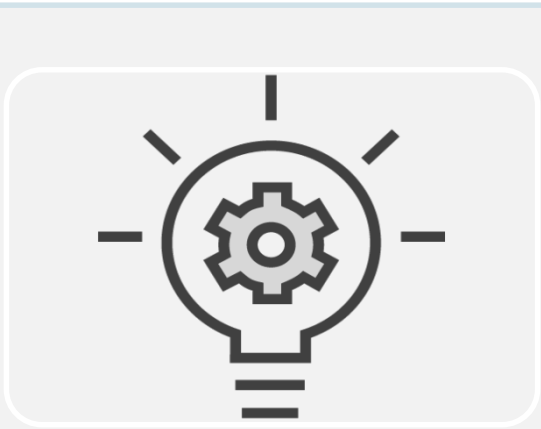


Modular By Design

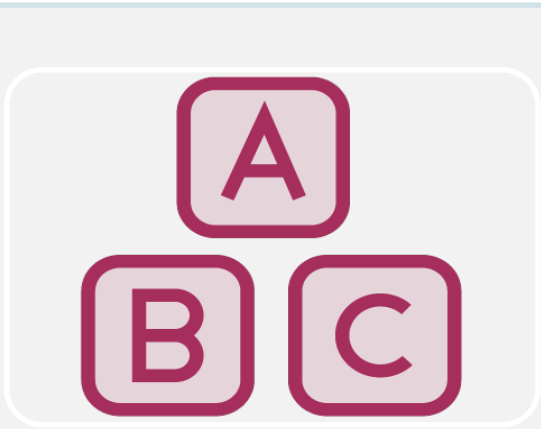
Built-in Back-End Integration

Why a New Angular?

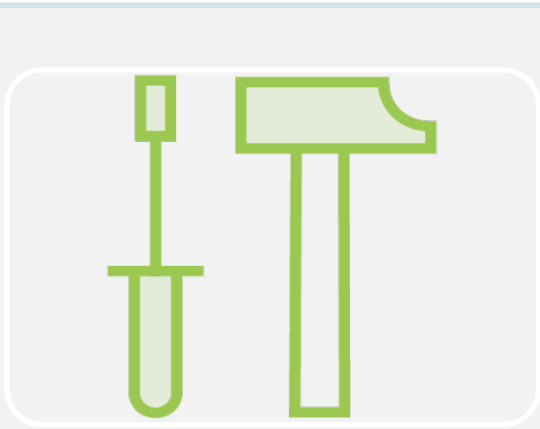
Built for Speed



Modern



Simplified API



Enhances Productivity

Module Overview

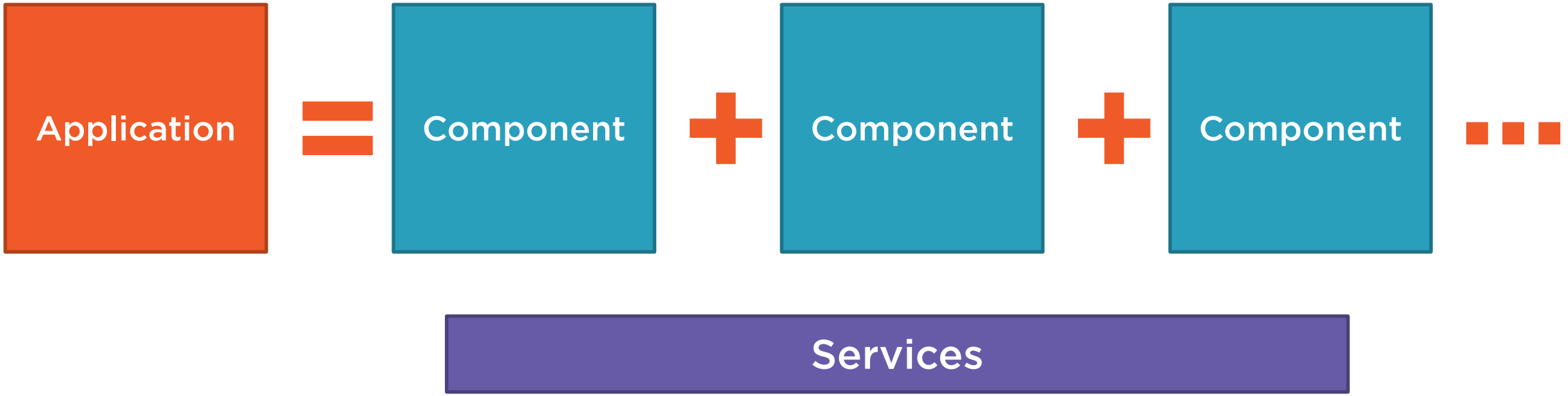
Anatomy of an Angular Application

Getting the Most from This Course

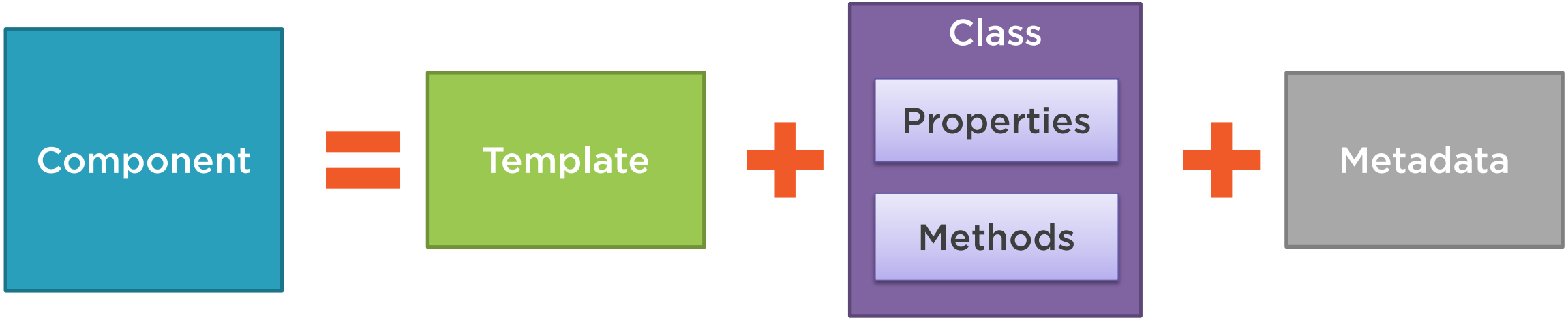
Sample Application

Course Outline

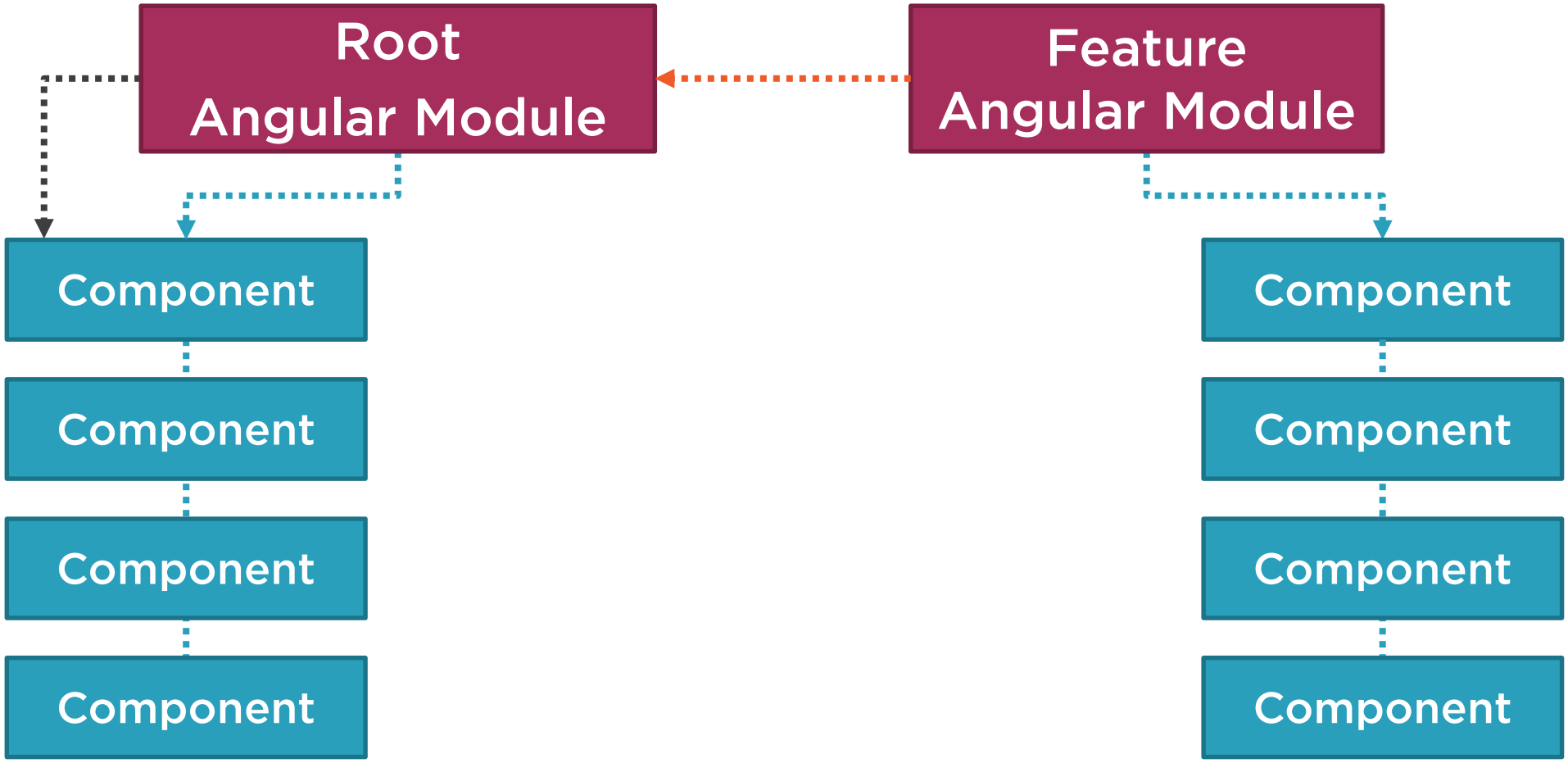
Anatomy of an Angular Application



Component



Angular Modules



Prerequisites

Required

- JavaScript
- HTML
- CSS

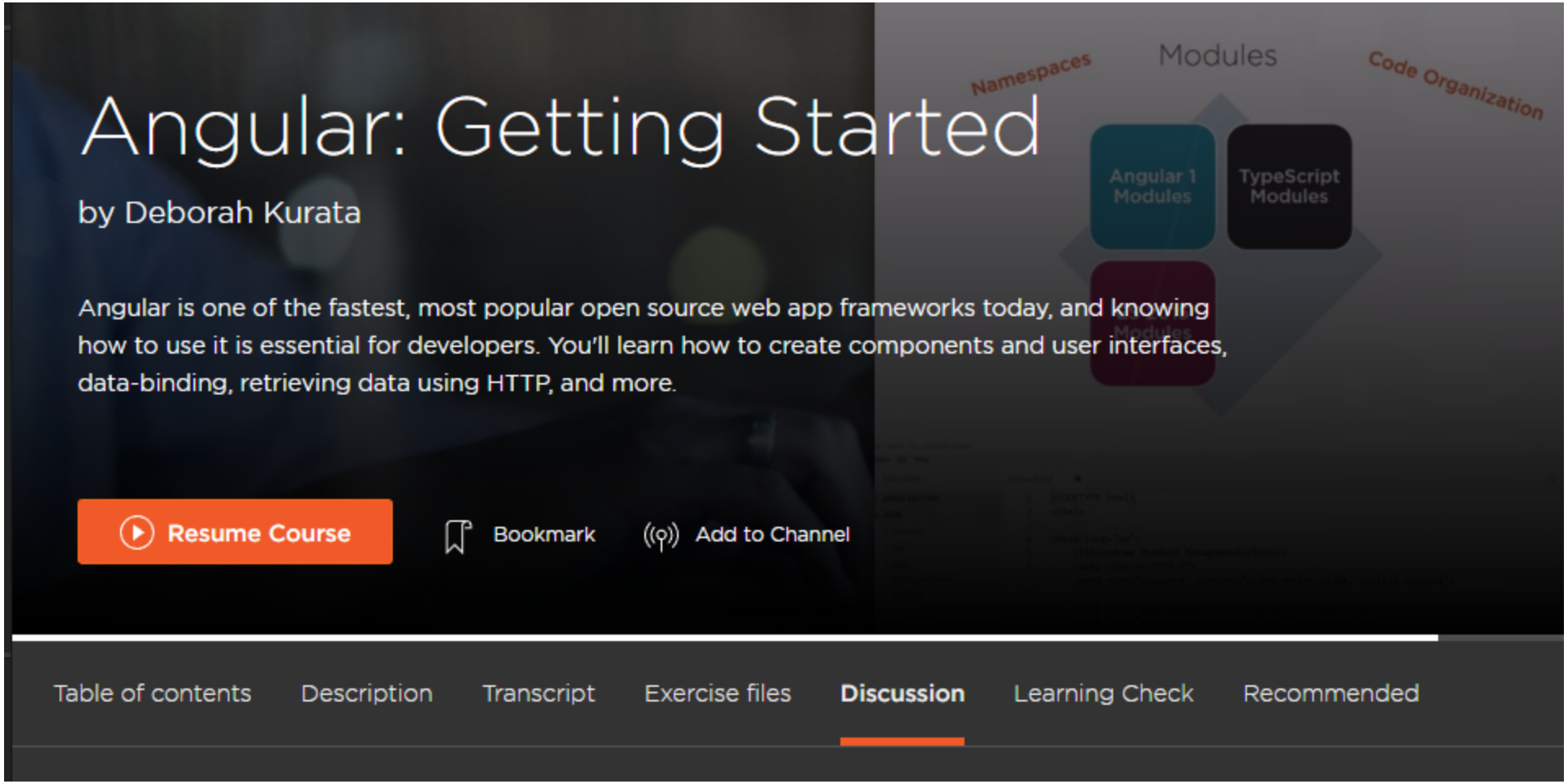
Helpful

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

Not Required

- Prior knowledge of Angular
- Prior knowledge of TypeScript

Thoughts? Comments? Questions?



@deborahkurata

Blog Post

http://blogs.msmvps.com/deborahk/angular-2-getting-started-problem-solver/

Deborah's Developer MindScape

"Angular: Getting Started" Problem Solver

This blog post supports the sample code for the "Angular: Getting Started" course on Pluralsight, identifying common issues along with their solutions.

Checklist

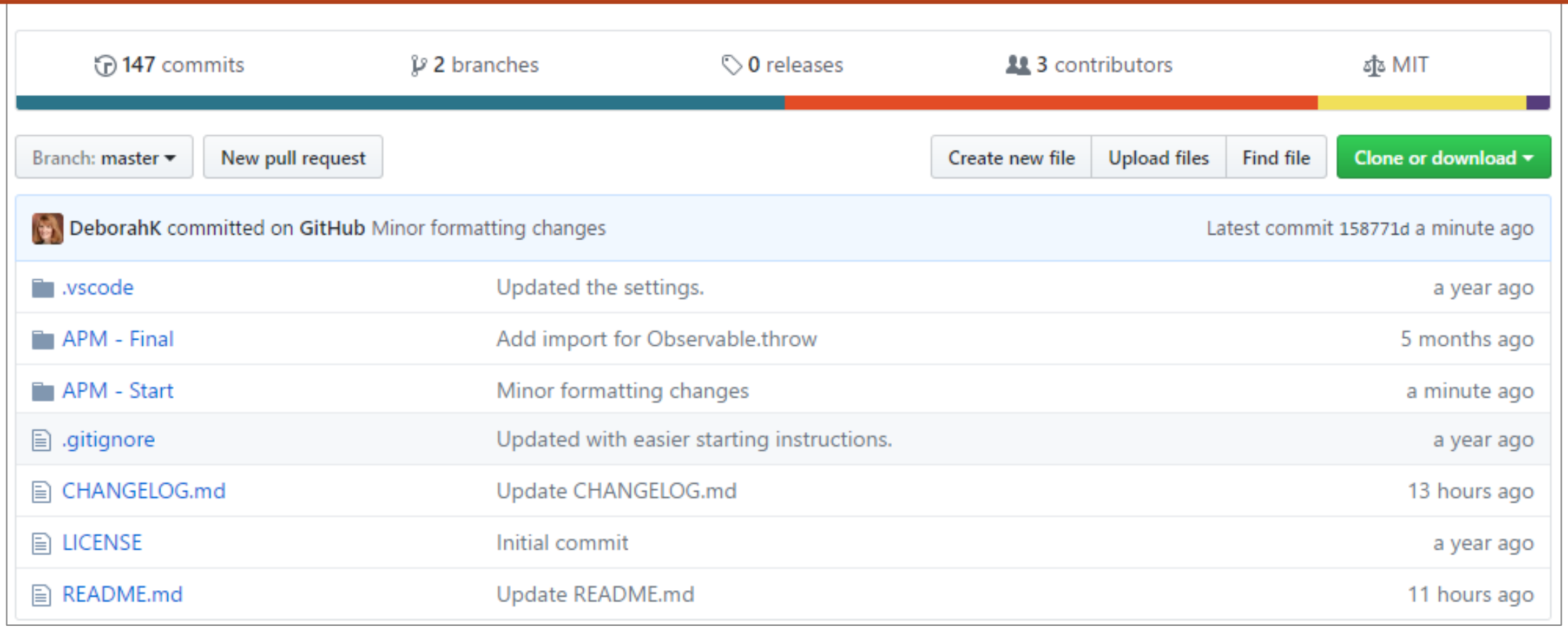
Review module concepts

Code along assistance

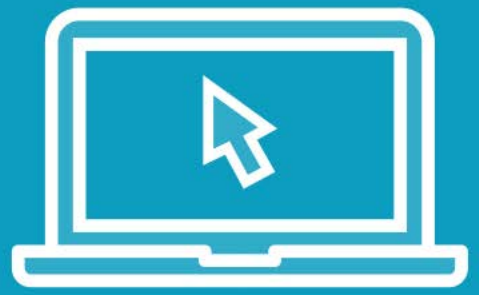
Revisit as you build

GitHub Repository

https://github.com/DeborahK/Angular-GettingStarted

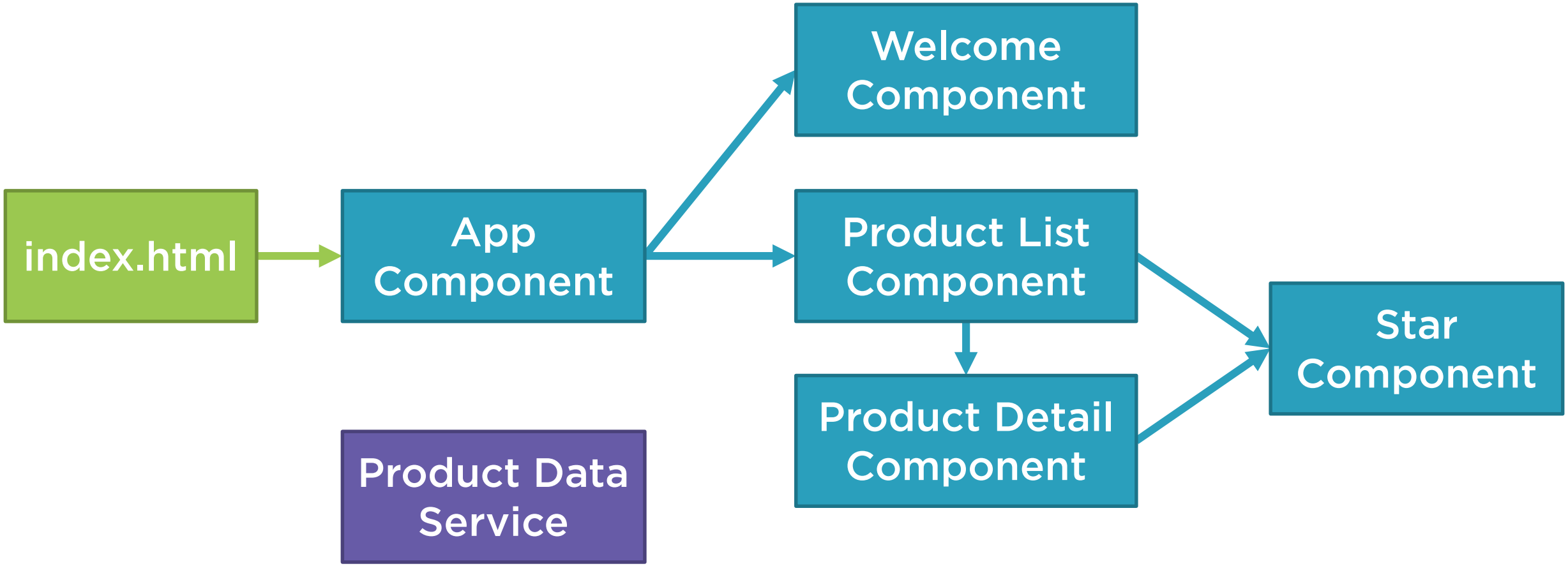


Demo



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