Angular

Welcome to exciting ng world. Angular is one of the widely adapted, powerful, next-gen designed open source client framework with a wider support of technical eco systems and is being managed by Google. The objective of this training program is to learn angular from scratch and help you in adapting the required knowledge to build applications based on this powerful and yet easy framework.

Over the next few days we will go from basic fundamentals of angular to some of the advanced topics like AOT, Universal etc. which will help you in building end to end applications.

Angular (Angular 2) is written from scratch and a very important thing to note is it's not an extension or enhancement of Angular JS (1.x). Hence…. hence there is no pre-requisite of you having prior knowledge of Angular JS which is super cool. Following course outline will give you a brief idea about what we are going to learn in next few days.

Course Overview

***Day 01** – One of success factor of Angular is it's easy and Typescript plays a major role in achieving the same. Until and unless you learn typescript you cannot make any progress further in learning Angular. So first thing first, let's learn Typescript and this day is dedicated for the same.*

- Environment Setup
- Overview of NPM
- Typescript Overview
- My First TypeScript Application
- Typescript Topics (Classes, Functions, Variables, Interfaces, Generics, Enums)
- Typescript Integration with Visual Studio

***Day 02** – You can be an expert professional in any area only if you are clear with the fundamentals. This day is dedicated to learn some fundamental building blocks of angular and architecture as is defined by community.*

- Overview of Angular
- History of Angular
- My First ngWorld Application (It's all about ngWorld not traditional hello world!)
- Structure of an application
- Angular CLI

- Angular Architecture
- Building blocks of Angular

Day 03 *– Learning angular is all about learning building blocks of Angular. This day is dedicated to further deep dive in building blocks of Angular*

- Modules and Components
- Templates and Data Binding
- Angular Directives
- Life Cycle Hooks
- Component Level Interactions

Day 04 *– No project is complete without Forms. Forms and validations are crux of any application. This day is more focused on learning Angular forms and validations.*

- Angular Forms and Validations
- Reactive Forms and Validations
- Services and HttpClient
- Angular Pipes

Day 05 *–Single Page Applications plays a crucial role in modern, responsive world and in ngWorld routers plays a crucial role in building SPA. Let's learn angular routing on this day along with very important unit testing framework of angular*

- Routing and Navigation
- Lazy Loading
- Dependency Injection
- Unit Testing

Day 06 *– This day is optional and depends on how we are moving forward with training. If time permits then we will go over some advanced topics of Angular*

- WebPack - An Introduction
- AOT
- Angular Universal
- Angular Material

Happy Learning!

Laxman