

Angular Learning Map- Learning Module 01

Task 1: *Understand what Angular is.*

Angular-LM01-01_What is Angular.mp4

Angular-LM01_02_Architecture of an Angular App.mp4

Task 2: *Create and run the first Angular project using Angular CLI*

1. Generate a new project
2. Run the project

Angular-LM01-03_Setting Up the Development Environment.mp4

Angular-LM01-04_First Angular App.mp4

Task 3: Understand the Project structure for Angular

<https://angular.io/guide/setup-systemjs-anatomy>

Task 4: Understand what packages got installed

Angular-LM01-05_Structure of Angular Projects.mp4

<https://angular.io/guide/npm-packages>

Task 5: Understand what happens at build and runtime

Angular-LM01-06_Webpack.mp4

Task 6: Modify the project to update the output message, observe change, and push to your github repo with the name **angular-learning-map**

For Tarangini: Create Submission field, where students will add their git URL