

Angular Workshop Overview

Overview

Angular is one of the most popular client-side JavaScript frameworks. It is used to create dynamic, interactive and responsive cross platform applications. It is a full-featured Single Page Application (SPA) framework.

This workshop is designed for software professionals who want to learn the basics of Angular 4/5 and its building blocks in simple and easy steps. It follows a hands-on approach. It is structured around a small sample application. Different concepts will be explained in detail as they are introduced in the application.

Participants' Profile

The participant should have a good working knowledge of HTML, CSS and JavaScript. Knowledge of Bootstrap and Angular 1.x is a plus, but not mandatory.

Benefits

At the end of this course, the participant will:

- Understand the key building blocks of an Angular 4/5 application
- Learn to build interactive, single page applications using Angular
- Understand and appreciate the application of emerging concepts like MVC, MVVM, DI, REST, etc.
- Be able to use various Angular features including modules, components, directives, services, pipes and routers

Topics Covered

1. Need for frameworks (Day 1)
2. Introducing Angular (Day 1)
3. Architecture overview (Day 1)
4. TypeScript (Day 1)
5. Setting up Development Environment (Day 1)
6. Components & Templates (Day 2)
7. Data Binding (Day 2)
8. Directives (Day 2)
9. Pipes (Day 3)
10. Services & Dependency Injection (Day 3)
11. Understanding Observables (Day 3)
12. Forms & Validation (Day 3 & 4)
13. Building Single Page Apps using Routing (Day 4)
14. Server Communication (Day 4)

Software Requirements

- 1) Node.js (<https://nodejs.org/en/>)
 - a) Required for installing JSON Server and Angular CLI mentioned below
- 2) Angular CLI (<https://cli.angular.io/>)
 - a) A command line interface for Angular
- 3) JSON Server (<https://www.npmjs.com/package/json-server>)
 - a) Allows us to expose JSON data as REST API
 - b) This is required for demonstrating client-server communication
 - c) Install it globally using "npm install -g json-server" command
 - d) Check the URL for more information
- 4) Code Editor (any one)
 - a) Visual Studio Code (<https://code.visualstudio.com/>)
 - b) Sublime Text (<https://www.sublimetext.com/>)
 - c) Brackets (<http://brackets.io/>)
 - d) Atom (<https://atom.io/>)
- 5) Browser - Google Chrome
 - a) Preferred because of easier debugging
- 6) Bootstrap (<http://getbootstrap.com/>)

Detailed Content

1. Need for frameworks
 - 1.1. Why do we need a framework?
 - 1.2. Benefits of a framework
2. Introducing Angular
 - 2.1. What is Angular?
 - 2.2. Advantages of Angular
 - 2.3. Where does Angular fit within a modern web app?
 - 2.4. Traditional web app – Request & response
 - 2.5. Angular app – Request & response
3. Architecture overview
 - 3.1. Introduction to key building blocks of Angular
4. TypeScript
 - 4.1. What is TypeScript?
 - 4.2. Why TypeScript?
5. Setting up Development Environment
 - 5.1. Introduction to Angular CLI
 - 5.2. Setting up Angular
 - 5.3. Creating an app using Angular CLI
 - 5.4. Setting up Bootstrap for styling
 - 5.5. How an Angular app gets loaded and started?
6. Components & Templates
 - 6.1. What is a Component? What are its benefits?
 - 6.2. The Root component
 - 6.3. What are Decorators?
 - 6.4. Understanding the component decorator
 - 6.5. Creating and using components
 - 6.6. Component templates
 - 6.7. Component styles
 - 6.8. Lifecycle Hooks
7. Data Binding
 - 7.1. What is Data Binding?
 - 7.2. Interpolation
 - 7.3. Property binding
 - 7.4. Event binding
 - 7.5. Passing and using event data
 - 7.6. Two-way data binding
 - 7.7. Component interaction
 - 7.7.1. Parent to child interaction
 - 7.7.2. Child to parent interaction
8. Directives

- 8.1. Understanding Directives
- 8.2. ngIf – Outputting data conditionally
- 8.3. ngStyle – Styling elements dynamically
- 8.4. ngClass – Applying CSS classes dynamically
- 8.5. ngFor – Outputting lists
- 8.6. Creating custom directives
- 9. Pipes
 - 9.1. Introduction to Pipes
 - 9.2. Using pipes
 - 9.3. Parameterizing pipes
 - 9.4. Chaining multiple pipes
 - 9.5. Creating custom pipes
- 10. Services & Dependency Injection
 - 10.1. Need for a Service
 - 10.2. Creating a service
 - 10.3. Understanding Dependency Injection (DI) and its benefits
 - 10.4. Using a service within a component
 - 10.5. Using a service within another service
 - 10.6. Cross component interaction using a service
- 11. Understanding Observables
 - 11.1. Introduction to Reactive Extensions (RxJS)
 - 11.2. Observables
 - 11.3. Creating Observables
 - 11.4. Using Observable operators
 - 11.5. Transforming Observables
 - 11.6. Cancelling Subscriptions
- 12. Forms & Validation
 - 12.1. Template-driven forms vs Reactive forms
 - 12.2. Building a form
 - 12.3. Registering form controls
 - 12.4. Submitting the form
 - 12.5. Understanding form state
 - 12.6. Adding form validation
 - 12.7. Outputting Validation Error messages
 - 12.8. Using two-way binding
 - 12.9. Grouping form controls
 - 12.10. Resetting forms
- 13. Building Single Page Apps using Routing
 - 13.1. Need for a Router
 - 13.2. Setting up and loading routes
 - 13.3. Navigating with router links

- 13.4. Styling active links
- 13.5. Navigating programmatically
- 13.6. Passing parameters to routes
- 13.7. Fetching route parameters
- 13.8. Passing query parameters
- 13.9. Retrieving query parameters
- 13.10. Setting up nested routes
- 14. Server Communication
 - 14.1. Introduction to Angular Http service
 - 14.2. Sending requests to server
 - 14.3. Getting data from the server
 - 14.4. Sending data to the server
 - 14.5. Transform responses with Observable operators
 - 14.6. Handling Http errors

Final Project

Title

Build a Product List web app in Angular

Objective

Implement CRUD functionality in Angular. The participants will build an Angular app with following features:

- 1) Create a new product (Product Form)
- 2) View all products (Product List)
- 3) View a single product
- 4) Update a product
- 5) Delete a product

Topics Covered

The participants will apply the following concepts of Angular for building the app:

- 1) Components & templates
- 2) Data Binding
- 3) Forms and Validation
- 4) Services & Dependency Injection
- 5) Server Communication using http
- 6) Routing