

dedicated chapter. It is especially useful to test your application, and I love doing tests, watching the progress bar go all green in my IDE. It makes me feel I'm doing a good job. So there will be an entire chapter on testing everything: your components, your services, your UI...

Angular still has the magic feeling it had in v1, where changes were automatically detected by the framework and applied to the model and the views. But it is done in a very different way than it was then: the change detection now uses a concept called **zones**. We will look into this, of course.

Angular is also a complete framework which provides a lot of help for performing common tasks in web development. Writing forms, calling an HTTP backend, routing, interacting with other libraries, animations, you name it: you're covered.

Well, that's a lot of things to learn! We should start with the beginning: bootstrap an app and write our first component.