Angular with Pre-requisites - Syllabus

Sl. no	Topic	Hrs
1	**Module 1: Web Development**	
2	**Module 2: Html, Css, Bootstrap**	
3	**Module 3: Javascript, Typescript**	
4	**Module 4: Angular**	
1	**Module 1: Web Development**	
	What is Web Development, What is Mern Stack	
	Github	
2	**Module 2: Html, Css and Bootstrap**	
	Html	
	Introduction to Html	
	Html Elements, Attributes	
	Page Creation with Formatting Elements	
	Creating Links and Navigating, Redirecting Pages	
	Displaying the Images, Adjustment of Images along with Content	
	Organizing data with Tables	
	Displaying data in Listings	
	Creating Forms and Layouts with Fields and Input	
	Implementing the Semantic Elements (latest Html elements)	
	Working with Audio and Video (Media Objects)	
	Css	

	Introduction to Css	
	Implementing the Three Different ways of Styles: Inline, Embedded and External to Html Content	
	Applying the Web Colors to Html Content in Three Different ways: Direct Name, Numerical, and HexaDecimal	
	Applying different properties like: padding, margin, float, font, border, background, etc.,	
	Applying the Display and Position properties, etc.,	
	Creating the Web Page with Content	
	Creating the Grid Layout with Sample Content with Responsive	
	Working with Media Queries	
	Bootstrap	
	Introduction to Bootstrap, Usage, Advantages	
	Discussing about different types of Resolutions	
	Implementing the Bootstrap Required Links into Web Pages	
	Create the Fixed Width, Fluid Width Web Pages	
	Implementing the Components of Bootstrap:	
	Tables, Lists, Forms, Images,	
	Modals, Tabs, Cards, Navigations	
3	**Module 3: Javascript and Typescript**	
	Javascript	
	Introduction about Javascript, DOM etc?	
	Writing the Programs and Displaying the Data	
	Understanding about Keywords, Identifiers	
	Declarations: var, let, const	

	Implementing Statements: Decision Making Statements and Loop Statements	
	Working with Arrays and Implementing with Examples	
	Understanding the Concept of Functions: Call and Define, Functions with Parameters, Return Statement, Arrow Functions, Call Back Functions	
	Implementing the Object Oriented Programming in Javascript: What is Object, Class, Constructor, Method, Property etc., and its terminology	
	Creating the concept with Class and Object includes the Methods, Properties, and Accessing the Data	
	Proptotype, Closures concepts implementation	
	Promise, and Async and Await concepts implementation	
	Typescript	
	Typescript Introduction, Advantages of Typescript	
	Declaring Variables or Identifiers using let & const and accessing them	
	Working with Decision Making Statements	
	Working with Loop Statements	
	Working with Functions	
	Understanding and Implementing Tuple Operators	
	Creating Interfaces, accessing with Objects	
	Creating Classes, Interfaces and Declaring Objects	
	Implementing Inheritance	
	Creating Custom Modules	

4	**Angular**	
	Introduction to Angular, Features, Advantages, Single Page Application	
	Setting up the Env., and Creating the Angular Project	
	Understanding the Angular Project Flow, Precising the Folder Structure	
	Creating the Components through Command or Manual and Connecting to Project	
	Adding additional Dependencies through NPM, Installing or Updating or Deleting the Packages or Dependencies according to Project Requirements	
	Creating the Routing Concept with Group of Components	
	Working with Property Binding, Event Binding	
	Property Binding with One Way & Two Way	
	Implementing the Two Way Property Binding with Forms	
	Creating the Forms with Template Driven and Implementing Form Validations with Regular Expressions using Pattern	
	Creating the Forms with Reactive Forms and Implementing Form Validation with Regular Expressions using Pattern	
	Creating the Form with File Upload with Validation	
	Creating the Form with Adding Dynamic Elements on Fly Based on the User Actions	
	Understanding the concept of Services, Creating the Services, and accessing the Services into Components	
	Implementing the concept of Observables	
	Implementing the concept of Dependency Injection	
	Understanding the concepts of @Input() and @Output()	

	Decorators and Implementation	
	Understanding and Implementing the concept of Directives	
	Working with Built-in Directives, Creating the Custom Directives	
	Understanding and Implementing the concept of Pipes	
	Working with Built-in Pipes and Creating the Custom Pipes	
	Implementing the CRUD Operations	
	Implementing the concept of Lazy Loading	
	Implementing the concept of Life Cycle Hooks	
	Creating the Custom Modules and Implementing into the Components	
	Creating the Single Page Application	