

Angular with Typescript - Syllabus

Sl. no	Topic	Hrs
1	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	
2	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	

