High-Level Program Design
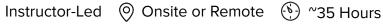
Angular Development Accelerator

Angular Accelerator

Instructor-Led   Onsite or Remote   ~35 Hours

Overview:
In this program, participants will learn how to use angular as a blueprint to help organize front end code along with other useful interfaces (APIs) to help speed up development. Learning outcomes include leveraging the Angular framework to create maintainable single page applications that access 3rd party APIs

Prerequisites:
Students must be comfortable with JavaScript.

Business Outcomes:
- Expand the skillsets of your existing front-end engineers.
- Speed up development times for front-end projects.
- Modernize your tech stack with this powerful library.

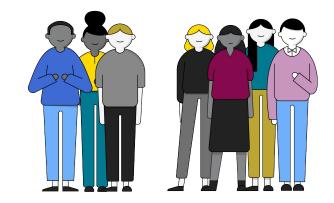| ~35 Hours of React Training				
Intro to Typescript	**Angular CLI**	**Components and Directives**	**APIs, AJAX and Routing**	**Applied Practice**
Understand the purpose and features of typescript, using built-in types and TypeScript class.	**Apply Angular fundamentals** to solve common user interface problems	**Generate new components & use simple directives** to make a component dynamic and interactive.	**Learn to make API calls**, invoke functions and link components	**Build a working angular application** from scratch, and practice debugging and using documentation.

Why Angular Development Accelerator?

- **Validated tools and approaches** for programming in Angular, developed in partnership with top organizations.
- **Built with subject matter experts** with experience in JavaScript and React development.
- 35 hours of expert-led, hands-on learning, including:
  - **Projects, labs, and assignments** that mimic real-world tasks and workflows.
  - **Case studies and examples** that demonstrate how companies leverage the technology.
  - **Regular feedback and touchpoints** with instructors and peers to ensure students meeting learning goals.

Learner Personas for Angular Development Accelerator

This product is specifically designed for the following audience:

- **Junior- to mid-level developers** with a working knowledge of HTML, the Document Object Model (DOM), and JavaScript programming.

Anatomy of an Angular Development Accelerator

Unit	Summary	What's Covered
Unit 1 Typescript	Understand TypeScript, an open-sourced programming language developed and maintained by Microsoft.	● Explain the relationship between ES6 and TypeScript. ● Use the TypeScript compiler to transpile TypeScript. ● Understand what type definitions are and why they're necessary. ● Read and write TypeScript code that employs typing. ● Utilize TypeScript's built-in types to prevent bugs. ● Implement a TypeScript class
Unit 2: Angular CLI	Understand the angular framework and begin your journey using the Angular CLI	● Understand the Angular Framework ● Define the Angular CLI. ● Scaffold a new Angular app. ● Understand the basics of how an Angular app is composed. ● Generate and use services to abstract out business logic. ● Use feature modules to organize their code.

Anatomy of an Angular Development Accelerator

Unit	Summary	What's Covered
Unit 3 Components and Directives	Generate new components & use simple directives to make a component dynamic and interactive	• Use the Angular CLI to generate new components. • Use simple directives to make a component dynamic and interactive. • Describe what a directive is. • Use directives like ngFor and ngIf. • Use Angular pipes. • Integrate custom directives into Angular apps

Anatomy of an Angular Development Accelerator

Unit	Summary	What's Covered
Unit 4: **APIs, AJAX and Routing**	Learn to make API calls, invoke functions and link components	• Understand API's, Ajax and routing within Angular • Create and display multiple components • Use Router to create links to the different "pages." • Add form functionality into an app. • Invoke a functions • Make an AJAX request and display the results in the app. • Understand Observables • Switch from a Promise to an Observable & create a service for an observable
Unit 5: Capstone	Build a working angular application from scratch, and practice debugging and using documentation.	You have been commissioned to build a travel community, code-named Project Wayfarer for now, for users to share tips (AKA posts) about their favorite locations around the world. Prompt Customisable

Tools Used in the Course

Slack for communication

Github for course materials

Zoom for class sessions (if remote)