

Angular Training Course Content

S#	Training Sections - HTML
1	Section 1: HTML INTRO 1. What is Web? 2. How Web Works? 3. Technologies involved in Website - overview 4. Understand the Different Types of Web Apps 5. What is HTML?
2	Section 2: HTML ELEMENTS - OVERVIEW 1. html Declaration 2. Structure of HTML 3. HTML Tag vs. Element 4. Nested HTML Elements 5. Semantic vs Non-semantic Elements 6. HTML Block and Inline Elements
3	Section 3: INPUT ELEMENTS 1. HTML Form & its Attributes 2. All Input Elements - overview 3. Attributes of Input Elements
4	Section 4: ATTRIBUTES - GLOBAL & ELEMENT SPECIFIC 1. HTML Attributes - overview 2. Global Attributes 3. Element Specific Attributes - overview

S#	Training Sections - CSS
1	Section 1: CSS - OVERVIEW 1. What is CSS? 2. Why Use CSS? 3. Understanding the CSS Syntax 4. CSS Selectors - overview 5. How To Add CSS in HTML?



Section 2: DIVING INTO THE BASICS OF CSS

- 1. CSS Colors
- 2. CSS Backgrounds
- 3. CSS Borders
 - 4. CSS Margins
 - 5. CSS Padding
 - 6. CSS Fonts
 - 7. CSS Links
 - 8. CSS display Property

S#	Training Sections - JavaScript & TypeScript
1	Section 1 : JAVASCRIPT INTRODUCTION 1. How do Web Pages Work? 2. Brief Overview of the JavaScript History 3. JavaScript Introduction
2	Section 2: WEB & JS COMPILER EXECUTION PROCESS 1. How is JavaScript Executing? 2. JS in Browser side vs Server side
3	Section 3: WHAT JS CAN DO? 1. What JavaScript can do? 2. Advantages of JavaScript 3. Disadvantages of JavaScript 4. Where to write JavaScript?
4	Section 4: VARIABLE & DATA TYPES 1. JavaScript Variables - overview 2. Declaring JavaScript Variables and Rules 3. Variable types - overview 4. JS Datatypes - overview 5. Null vs Undefined
5	Section 5: JS FUNCTIONS & ITS INVOCATION METHODS 1. JS Function - overview 2. How to create a Function? 3. Function Invocation methods 4. Arguments & Paramter - overview
6	Section 6: STRING INBUILT METHODS 1. String object overview 2. Inbuilt methods of String 3. Regular Expression - overview
7	Section 7: JS EVENTS - OVERVIEW 1. What is Events? 2. Lists of Events & how its get triggered



8	Section 8: CONDITIONAL & ITERATION STATEMENTS 1. What is Conditional Statement? 2. if, if else if 3. Switch 4. What is Iteration Statements? 5. for, while, do while
9	Section 9: ARRAY INBUILT METHODS 1. What is Array? 2. How to create, access, edit, delete Array values? 3. Inbuilt methods of Array
10	Section 10: OBJECT - OVERVIEW 1. What is JS Object? 2. How to create JS Object? 3. How to access, add, update & delete Object Values
11	Section 11: TYPESCRIPT - INTRODUCTION 1. What is TypeScript? 2. TypeScript Environment setups 3. Features of TypeScript
12	Section 12: STRONGLY TYPED VARIABLES & PRAMETERS 1. Practicing declare a variables as Strongly Typed 2. Static Type checking - overview 3. Declare all variables in TS 4. ES Features - enum, let, arrow functions 5. How to handle parameters in TS? 6. Types of Parameters in TS
13	Section 13: OOPS IN JS 1. What is Opps? 2. Why we choose OOPS? 3. What is Class & Object? 4. Access Modifiers - public, private & protected - overview 5. Interface - overview

S#	Training Sections - Angular & Node JS
1	Section 1: INTRODUCTION TO ANGULAR 1. What is Angular? 2. Why we choose Angular for our App? 3. JS Library vs JS Framework 4. Single Page App - overview
2	Section 2: ANGULAR ENVIRONMENT SETUPS 1. Installing Angular CLI and its purpose - overview 2. Create an Angular App by using CLI 3. Structure of an Angular App - Deep dive



3	Section 3: MAIN BUILDING BLOCKS OF ANGULAR 1. All Main Building blocks of Angular - overview 2. How an Angular App get bootstrapped 3. Angular Module - overview 4. @NgModule Decorators & its metadata properties - overview 5. Importance of Root Module
4	Section 4: COMPONENTS IN ANGULAR 1. What is Componeent? 2. Root Component - overview 3. @Component decorator & its metadata properties 4. Nested Components - overview 5. Component in an Action - overview 6. Create a new Component by using CLI
5	Section 5: DATA & EVENT BINDINGS 1. What is Binding? 2. String Interpolation - overview 3. Property Binding 4. Event Binding 5. Two-way Data Binding - overview
6	Section 6: DIRECTIVES 1. Directives - overview 2. What are the types of Directives in Angular? 3. Attribute Directive lists - overview 4. Component Directives
7	Section 7: PIPES IN ANGULAR 1. What is Pipes in Angular? 2. Whare the inbuilt pipes in Angular? 3. What is parameterized pipe?
8	Section 8: FORMS Angular Forms - overview Angular form Validations Get user data from the form
9	Section 9: SERVICE AND DEPENDENCY INJECTION 1. Angular Service - overview 2. Importance of Service 3. Dependency Injection - overview
10	Section 10: ROUTING 1. Angular Routing - overview 2. Write Routes for the App and make the App as a SPA 3. Navigating from one component to another component 4. How to render a component from Routing?



11	Section 11: HTTP & OBSERVABLE IN ANGULAR 1. HTTP Mechanism overview 2. What is Observable & how to Observe it? 3. HTTP Client Service - overview 4. How to connect any API from Angular 5. HTTP Method calls and its structure - overview
12	Section 12: ROUTE GUARD 1. Route Guard - overview 2. How to do Client-side Authorization?
13	Section 13: NODE SERVER SETUPS 1. Node JS - Overview 2. Types of NPMs 3. Create Node Server and Run
14	Section 14: EXPRESS & REST API - OVERVIEW 1. What is Express JS? 2. REST API - overview 3. Importance of API
15	Section 15: EXPRESS JS ROUTES 1. Server-side Routes - overview 2. Handle Server-side routes with all kind of HTTP Methods
16	Section 16: RECEIVING HTTP REQUESTS & SENDING RESPONSES 1. Receive HTTP Request from client-side & send Responses 2. Receive Request Body data and parse it.
17	Section 17: MONGODB CLOUD SETUPS 1. MongoDB - Overview 2. What is No SQL? 3. SQL vs No SQL? 4. Create a cluster and setup Database in Cloud
18	Section 18: CREATE, UPDATE, READ & DELETE OPERATIONS IN MONGODB 1. Implement CRUD Operations in MongoDB