



Workshop

React & TypeScript

About you

"HELLO, I AM ...

- My previous knowledge about React, JavaScript, TypeScript, HTML, CSS
- → My (technical) background
- → What do I expect from the workshop?

What we do and love ...

Workshops

Communities

Project Support

Conferences

Teaching



We are ReactJS.DE

- → Community
- → Articles
- → Developer network
- → Workshops





Where are the restrooms?



What about lunch and drinks?



Start, finish, breaks



Start, finish, breaks

Agenda

JavaScript/ TypeScript/ React

React (u.a. Hooks & Lifecycle, Routing) State
Management
+
Testing







Agenda

JavaScript/ TypeScript/ React



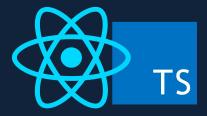
React (u.a. Hooks & Lifecycle, Routing, Formulare)



State
Management
(u.a. Redux)
Testing



Agenda





Material

You have access to all material and tasks while and after the workshop. Most tasks provide blueprint examples how to solve the task.

Material > # Days

It's not the goal to rush through all tasks, it's the goal to improve your skills as much as possible and focus on the things that make you a better developer.

Interactive Workshop

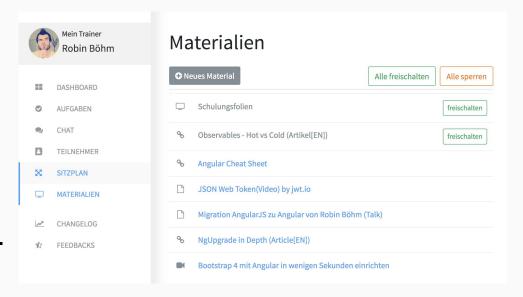
in small exercises

Apply your new knowledge

Tasks, Slides, Material

All tasks, slides additional material are available in our classroom.

You have access to all updates even after the workshops ends.

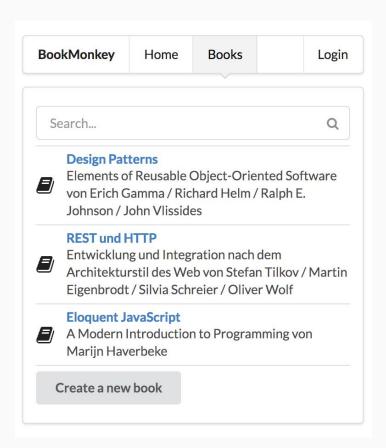


The Example Project

- → Read, show and manage books
- → Views for list, detail and edit

Overview of our books

A simple list of books with an overview about title, subtitle and author.



Detail of a book

A detailed View of a book including the Abstract, Number of Pages, Publisher and ISBN.

BookMonkey Home Books Login



Design Patterns

Elements of Reusable Object-Oriented Software von Erich Gamma / Richard Helm / Ralph E. Johnson / John Vlissides

Capturing a wealth of experience about the design of objectoriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

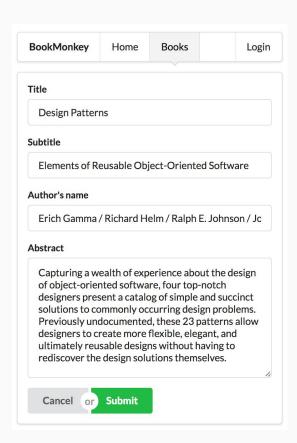
Das Buch hat 395 Seiten und wirde bei Addison-Wesley veröffentlicht

ISBN: 978-0-20163-361-0

Buch bearbeiten

Edit/Create A Book

Edit or create a book inside of our application. The data is validated and show helpful messages on error.



Organization

Did you install the tools?
Can you access the internet?

Organization



Don't hesitate to ask questions all the time!

Let's get fresh drinks and start with the workshop!

