1. What is angular? Intro to angular.
2. Angular installation.
3. Angular setup
   1. ng new
   2. ng serve
4. File and folder structure
   1. For beginners:
      1. package.json
      2. node\_modules
      3. src folder
         1. app (component)
         2. assets
         3. environments
         4. index.html
         5. main.js
         6. style.css
   2. for advanced use:
      1. package-lock.json
      2. angular.json
      3. tsconfig files
      4. .browserslistrc
      5. karma.config.js
      6. polyfills.js
5. Applying first change:
   * 1. App component
     2. Html file of app component
     3. Ts file of app component
     4. Basic change & the idea of interpolation
6. Interpolation:
   1. What – technique to display dynamic data over html page
   2. What can we do using interpolation?
   3. What can’t be done?
7. Angular cli & important commands:
   1. Documentation is the bible
   2. ng generate
   3. creating 2 basic components
   4. creating module
   5. creating class
   6. creating interfaces
   7. ng build
8. Angular component
   1. What is a component? And how can it be used?
   2. How to generate a component?
   3. How to use a component (selector)
9. Component with inline style and inline template
   1. Inline style (how to generate)
   2. Inline template (how to generate)
   3. Both
10. Module
    1. What’s a module? – a complete feature. (e.g., User auth)
    2. How to generate a module
    3. How to generate components in a module
    4. How to export that component
    5. How to import the module in root module
    6. How to use the component in that module in the app component
11. Make and call function
    1. How and where to make functions
    2. How to call functions through click event from html file
    3. Parameter passing in function
12. Important events
    1. Calling functions on event occurrence
    2. Different types of events
    3. Passing the value of an input/textarea to a function called by an event
13. Get text box value and print
    1. Make input box and a submit button
    2. Display value on screen that is being written on input box
    3. Onclick on the submit button, take input, process and print it.
14. Make counter
15. How to start with style
16. Property binding
    1. What is property binding
    2. How to do property binding
    3. Diff b/w interpolation and property binding
17. If-Else
    1. ngIf directive
    2. ng-template
18. Multiple condition (else if)
    1. Multiple ng-template and ngIf
19. Switch case in Angular
    1. ngSwitch
20. For loop
    1. Make an array
    2. ngFor and it’s syntax
    3. how to display object properties through ngfor and interpolation
21. Nested loops
    1. We will run nested loop on nested/multi-dimensional array.
22. Style binding
    1. What is style binding
    2. How to do style binding
23. Header
    1. Make header component
    2. Paste a logo
    3. Make an unordered list
    4. Do styling
24. Basic Angular form
    1. Import form module
    2. Make a simple form
    3. Get form value
25. Forms in angular
    1. \*\*\* form is not working as of now on angular 15
26. Toggle element
    1. Make html element and button
    2. Define the toggle property and capture the click event on the button
    3. Make a function to hide/show the element
27. Add bootstrap
    1. What’s bootstrap?
    2. Installing bootstrap. (ng add @ng-bootstrap/ng-bootstrap)
    3. Ng bootstrap
    4. Working with bootstrap components
28. Material UI
    1. Installing material UI <https://material.angular.io>
    2. Using angular material
    3. Import important modules
29. Make a todo list project
30. Send data from parent component to child component
    1. Make a child component
    2. Use the child component in the parent component
    3. Pass data from parent to child component
    4. Import input decorator in child component and capture the data.
31. Reusable component
    1. Make child component
    2. Use child component in for loop
    3. Send data from parent component
    4. Use data in child component
    5. Apply css in child component