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Learning Style: On Demand

Technology:

Difficulty: Beginner

Course Duration: 6 Hours

## Angular Fundamental



### About this course:

The Angular: Fundamentals course is a beginner level course to learn the basics of Angular framework for JavaScript/TypeScript application development. The course also helps the candidates to learn how to properly set up the development environment for creating an Angular application, including installing VS Code, Node.JS, TypeScript, and the Angular CLI.

The Angular: Fundamentals course facilitates the students to learn about Angular framework. This course provides practical and hands-on experience with a great option for building sophisticated web applications. If you are building for the web, Angular will change the way you write web interfaces and work across multiple browsers and platforms.

## **Course Objective:**

- Learn the basics of Angular framework
- Understand the reasons to use Angular framework
- Reduce the amount of code required to add rich functionality to web pages
- Use Angular architecture to implement clean, responsive web interfaces
- Learn best practices for using Angular
- Use Angular with HTTP to support JSON, REST, and other services
- Facilitate testing and running Angular applications using various tools and techniques

## **Audience:**

- Experienced web developers
- Front-end developers and engineers
- Programmers
- Web designers
- Quality analysts

## **Prerequisite:**

- The course assumes that the candidates enrolling in this course possess substantial prior experience with HTML, CSS, and JavaScript.
- In addition to this, the candidates are also supposed to have a minimum of two to three years' experience in application and/or web development.

## **Course Outline:**

### **Chapter 01 - Introduction to Angular**

- **Topic A: Prerequisites and IDE - Part 1**
- Prerequisites and IDE - Part 2
- Prerequisites and IDE - Part 3
- **Topic B: Angular MVC - Part 1**
- Angular MVC - Part 2
- Angular MVC - Part 3
- **Topic C: TypeScript - Part 1**
- TypeScript - Part 2
- TypeScript - Part 3

### **Chapter 02 - Angular Components**

- **Topic A: Building Angular Components - Part 1**

- Building Angular Components - Part 2
- Building Angular Components - Part 3
- **Topic B: Templates - Part 1**
- Templates - Part 2
- Templates - Part 3
- **Topic C: Databinding - Part 1**
- Databinding - Part 2
- Databinding - Part 3
- **Topic D: Forms - Part 1**
- Forms - Part 2
- Forms - Part 3

## Chapter 03 - Routing, Directives, and Services

- **Topic A: Routing - Part 1**
- Routing - Part 2
- Routing - Part 3
- **Topic B: Directives - Part 1**
- Directives - Part 2
- Directives - Part 3
- **Topic C: Services - Part 1**
- Services - Part 2
- Services - Part 3

## Chapter 04 - HTTP and Pipes

- **Topic A: HTTP - Part 1**
- HTTP - Part 2
- HTTP - Part 3
- **Topic B: HTTP Continued - Part 1**
- HTTP Continued - Part 2
- HTTP Continued - Part 3
- **Topic C: Pipes - Part 1**
- Pipes - Part 2
- Pipes - Part 3

## Chapter 05 - Updates and Best Practices

- **Topic A: Completing - Part 1**
- Completing - Part 2
- Completing - Part 3
- **Topic B: Updates - Part 1**
- Updates - Part 2
- Updates - Part 3

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