
Angular JavaScript 2.0

Duration: 6-7 Weekends (Weekend Batch)

Prerequisites

- Knowledge of HTML / CSS is required
- Candidate should have a good knowledge of JavaScript and Object Oriented JavaScript

Course Contents

1. Getting Started

- Introduction
- What is Angular 2?

2. Typescript

- What is typescript?
- Compare typescript with Javascript
- Variable & Operators
- Control Structure and Decision making & loops
- Typescript Functions & Strings
- Typescript Object
- Classes and Interfaces

3. Application setup

- Creating an Angular 2 project
- Creating an Angular 2 project using CLI

4. NodeJS

- Setup
- Commands

5. Npm package for Angular 2

6. Architecture

- Module
- Component
- Template
- Metadata
- Data binding
- Directive
 - Attribute Directive
 - Structural Directive ,
- Services
- Dependency Injection

7. Attribute Directive

- What is Attribute Directives?
- Directives Overview
- Different kinds of directives
- Build attribute directive
- Apply the attribute directive to an element in a template
- Respond to user-initiated events
- Pass value into the directive with an @Input data binding

8. Structural Directive

- What is structural directive?
 - NgIf case study
 - The asterisk(*) prefix
 - NgFor
 - NgSwitch
 - The <template> element
 - Group sibling elements with <ng-container>

9. Service

- What is service?
- Create a service
- Inject a service
- Async service and promise

10. Dependency Injection

- Why dependency injection?
- Angular dependency injection
- Injector provider

11. Data Binding

- Interpolation
- Property binding
- Event binding
- Attribute binding
- Class binding
- Style binding
- Two way data binding with ngModel

12. Display data

- Class Binding
- Style Binding
- Event Binding
- Two-way Binding
- Component Data Binding
- Component Events
- Ng-Model

13. User input

- Binding to user input events
 - Get user input from the \$event object
 - Get user input from a template reference variable
 - Key event filtering (with key.enter)
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14. Form

- Form Group
- Form Control

15. Pipes

- Using Pipes
- Creating Pipes
- Built-in Pipes
- Chaining Pipes
- Custom Pipes

16. Router

- Setting Up Router
- Imperative Routing
- Route Parameter
- Child Routing

17. Angular4

- Features of angular 4
- Animation package
- Angular Universal

- Typescript 2.1 and 2.2 compatibility
- Flat ES Modules (Flat ESM/FSEM)
- Upgrading from angular 2 to 4

18. Angular 5:

- Http Deprecated to HttpClient
- Multiple Export Alias in Angular 5
- Internationalized Number, Date, and Currency Pipes
- Decorator Support in Angular 5
- Build Optimization
- Angular Universal Transfer API
- Forms Validation in Angular 5
- Animations in Angular 5
- New Router Lifecycle Events in Angular
- Service Workers in Angular 5
- Deprecations and Other Updates
- Nifty Tool

1. Hands on Experience on Live Project

1. Sample Application with Login and Registration page.

2. A Web based project like E commerce Website
