

**Course Name** : DEVELOP A MODERN WEB APP WITH ANGULAR  
**Duration** : 3 Days (Physical Classroom / Virtual Live Instructor)  
**Skill Level** : Beginner

#### **COURSE DESCRIPTION:**

This project-based training program offers participants a comprehensive education on Angular's building blocks, including components, directives, modules, services, property and event binding, and routing. Participants will not only attain a solid conceptual understanding of the framework but will also gain hands-on experience through the construction of a sample application.

#### **WHAT WILL YOU LEARN?**

In this latest project-based Angular training course, candidates will receive a comprehensive education on the core concepts needed to effectively understand and develop Angular applications using TypeScript. Topics covered will include components, directives, modules, services, property and event binding, routing, and more. In addition to gaining a strong theoretical understanding of the framework, candidates will also gain practical experience through the creation of a sample application. This course is suitable for individuals interested in learning Angular from Angular 2, as Angular is backward compatible.

#### **PREREQUISITE:**

Beginners. Angular 1 or Angular 2 knowledge is NOT required. Basic HTML and CSS knowledge will be an added advantage. Prior JavaScript helps but is not mandatory.

#### **METHODOLOGY:**

This program will be conducted with interactive lectures, PowerPoint presentations, discussions, and practical exercises. This course can be conducted as instructor-led (ILT) or virtual instructor-led training (VILT).

#### **JOB SCOPE:**

Upon completion of this course, candidates may pursue the following career paths:

- Front-end Web Developer
- UI/UX Developer
- Full Stack Developer
- Single Page Application Developer
- Angular Developer
- Mobile Developer with Ionic Framework
- JavaScript Developer
- Web Application Developer
- Enterprise Application Developer
- Technical Lead/Manager in a web development team.

## DAY 1

### **MODULE 1: INTRODUCTION**

- Welcome
- Introduction to Angular
- History
- Angular Versions

### **MODULE 2: TYPESCRIPT**

- Introduction to ES6
- TypeScript History
- let and const in TypeScript
- Variable Types
- Functions
- Models & Classes
- Interfaces

### **MODULE 3: SETUP DEV ENVIRONMENT**

- Setting up the Environment
- Create Angular Project using CLI
- Create Angular Project using GitHub Quickstart
- Angular File Structure
- Introduction to TypeScript

## DAY 2

### **MODULE 4: ANGULAR COMPONENTS**

- Introduction to Components
- Module and app.module.ts file
- Create a Component using CLI
- Create a Component manually
- String Interpolation
- Data Binding
- Adding Data Types to Class Attributes
- Models & Interfaces

### **MODULE 5: DIRECTIVES AND TEMPLATES**

- Component Template Files
- Component Stylesheets
- ngFor Directive and Looping
- ngIf & ngSwitch Directives
- Property Binding
- Class Binding and ngClass
- Style Binding and ngStyle
- Pipes

## MODULE 6: EVENT HANDLING AND FORMS

- Event Binding
- Mouse Events
- Change Properties using Events
- Keyboard Events
- Two Way Data Binding with ngModel
- Submitting Form
- Template Driven Forms
- Form Validation

## DAY 3

## MODULE 7: SERVICES AND HTTP MODULE

- Intro to Service
- Create a Service
- Intro to Observables
- GET & POST HTTP Module
- PUT & DELETE HTTP Module

## MODULE 8: ROUTING IN ANGULAR

- Introduction to Router
- Create Routes with CLI
- Create Routes Manually
- Work with Routes
- Router Params
- ActivatedRoute

## MODULE 9: FAQ SPA PROJECT

- Intro to the Project
- Create Navbar and Question List
- Create Answer Toggle
- Create a Data Service
- Nesting Components and Input
- Emit Output from Components
- Use Local Storage Along with Service
- Deploying Our Angular App

## CONCLUSION

- QA
- Useful References and Books
- Feedback